UNFINISHED BUSINESS –
RESPECT THE PROCESS

1. GROW FROM PAST

2. ONE DAY @ A TIME

- GET BETTER EVERYDAY
- UNDERSTAND WHAT, WHY, HOW
- DO YOUR JOB, DO IT WELL!

3. BE DISCIPLINED, BE ACCOUNTABLE

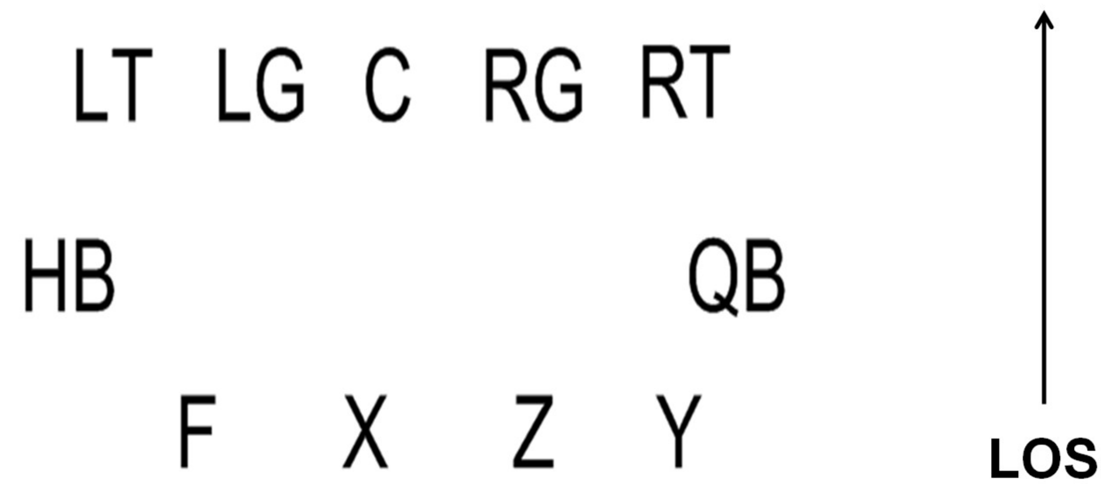
4. WE ARE CREATING OUR IDENTITY

- WHO & WHAT ARE WE?

5. TAKE COACHING

6. LEADERS LEAD THE WAY

HUDDLE



HUDDLE MECHANICS

1. THE CENTER SETS HUDDLE AT 6 YDS BEHIND THE BALL.

2. AFTER EACH PLAY HUSTLE BACK TO HUDDLE, REMEMBER WE HAVE 40 SECONDS TO GET NEXT PLAY STARTED. WE MUST SAVE AS MUCH TIME AS POSSIBLE IN ORDER TO LET THE QB ADJUST AT THE L.O.S. (THE 40 SECOND CLOCK BEGINS WHEN THE PLAY IS BLOWN DEAD)

3. THE QB WILL ENTER HUDDLE FROM OUR SIDELINE. THE HB WILL BE ON OPPOSITE SIDE IN HUDDLE.

4. LINEMAN ARE RESPONSIBLE TO LOOK FOR DEFENSIVE SUBSTITUTIONS AND TELL THE QB.

5. QB WILL GET THE PLAY FROM THE SIDELINE – THEN STEP IN HUDDLE AT WHICH TIME ALL PLAYERS WILL BE SILENT AND FOCUS ATTENTION ON QB.

6. QB WILL GIVE FOLLOWING INFO IN HUDDLE.

- A. FORMATION (WITH MOVEMENT OR MOTION)
- B. PLAY (RUN OR PASS WITH BLOCKING / OR PROTECTION)
- C. SNAP COUNT – AFTER COUNT WR'S LEAVE HUDDLE.
- D. QB WILL THEN REPEAT SNAP COUNT AND CALL READY – BREAK. WE WILL CLAP OUR HANDS AND GET TO THE LINE QUICKLY TO GET SET.

SNAP COUNT / CADENCE

A. **GO (DOWN)** -SET GO
B. **2nd COLOR** -SET GO..BLUE 60 BLUE
C. **ONE (UP)** -SET GO..BLUE 60 BLUE 60 HUT
D. **TWO (UP)** -SET GO..BLUE 60 BLUE 60 HUT HUT
E. **HARD 3** -SET GO..BLUE 60 BLUE 60 HUT HUT...HUT
F. HARD 4 -SET GO..BLUE 60 BLUE 60 HUT HUT-HUT HUT

PERSONNEL COMBINATIONS

1. REGULAR - 2 BACKS, 2 WR'S, 1 TE
2. KINGS - 1 BACK, 1 TE, 3 WR'S
3. TENS - 2 BACKS, 1 WR, 2 TE'S
(1 TE AS "Y" & 2ND TE AS "X/Z")
4. ACE - 1 BACK, 2 WR'S, 2 TE'S (1 TE AS "F")
5. CLUBS - 1 BACK, 1 WR, 3 TE'S
(1 TE AS "Y", 2ND TE AS "F", 3RD AS "X/Z")
6. JACKS - 2 BACKS, 3 TE'S
(1 TE AS "Y", 2ND TE AS "X", 3RD TE AS "Z")
7. FLUSH - 1 BACK, 4 WR'S
8. ROYAL - 0 BACK, 4 WR'S, 1 TE
(1 WR AS "H"), (TE AS "Y")
9. QUEENS - 2 BACKS, 3 WR'S
10. JOKER - 0 BACK, 4 WR'S, 1 TE
(TE AS "H")
11. 5 WIDES - 0 BACK, 5 WR'S, 0 TE
12. STRAIGHT - 0 BACK, 3 WR'S, 2 TE'S
(1 TE AS "Y", 2ND TE AS "H")

APRIL 18TH – INSTALL DAY #1 (2016)

SPECIFIC CATEGORY

GOALS/OBJECTIVES – 1ST 10 RUN / PASS

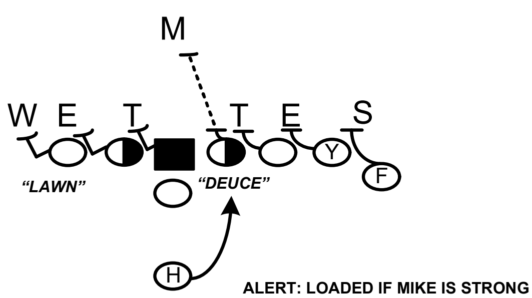
FORMATIONS

- **3x1**
- **2 Back**

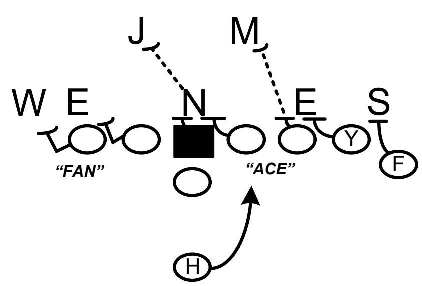
RUNS

22/23 DBL (22)

43

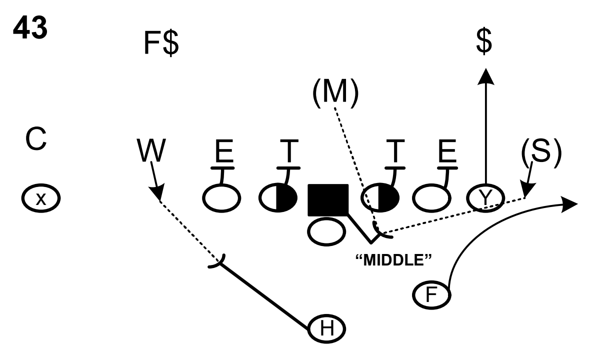


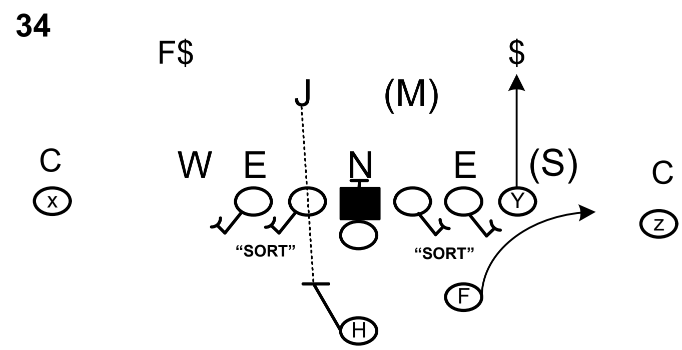
34



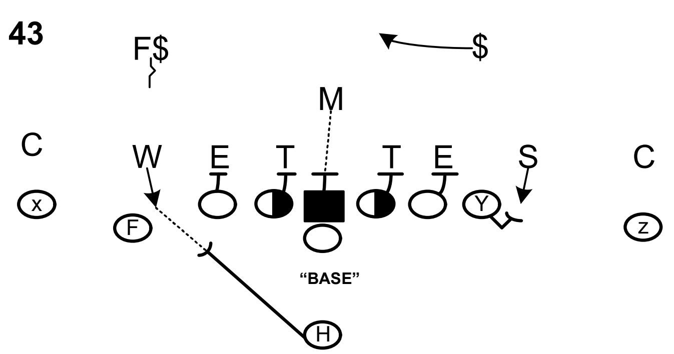
PASS PROTECTIONS

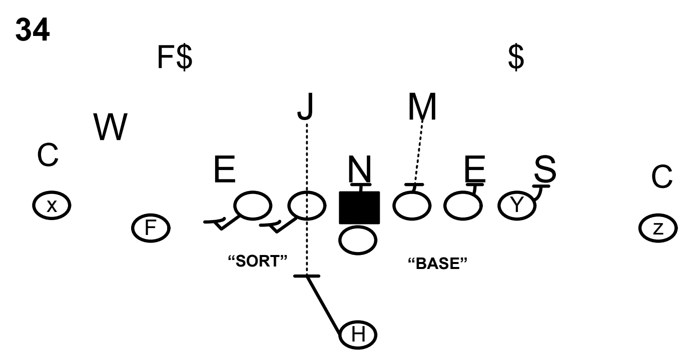
62 / 63 (62)



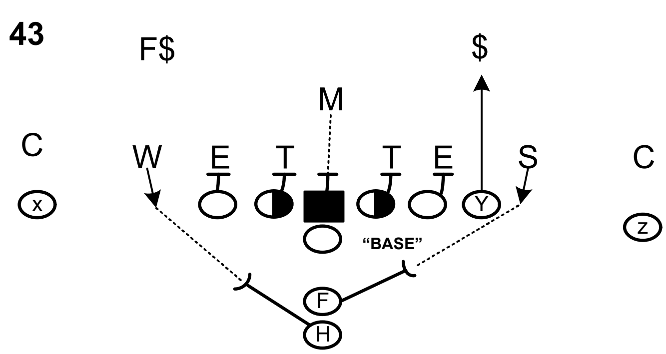


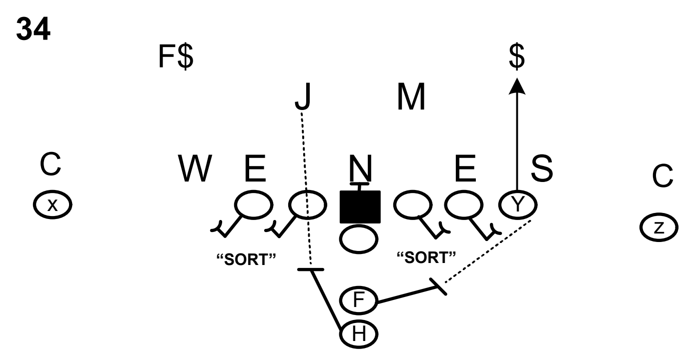
80 / 81 (80) (BLUNT PASS/WAGGLE 4/5)





82 / 83 (82)





HOT / SITES – DAY #1 (3 DOWN FRONT)

PLAY	Q	SITE
62 / 63	S / M	DB + STACK LB
80 / 81 (BLUNT PS/WAGGLE)	NONE	DB + STACK LB
82 / 83	NONE	DB + STACK LB

HOT / SITES – DAY #1 (4 DOWN FRONT)

PLAY	Q	SITE
62 / 63	S / M	DB + WILL LB
80 / 81 (BLUNT PS/WAGGLE)	NONE	DB + WILL LB
82 / 83	NONE	DB + WILL LB

CARDINALS OFFENSE

ROUTE INSTALL

DAY #1

Route Installation

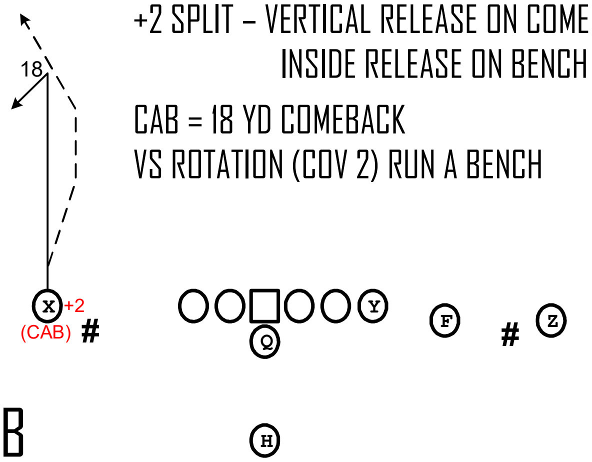
1) GO
2) SEMI
3) BENCH
4) CURL
5) HITCH
6) BLINKY
7) DRIVE
8) PYLON
9) CADDY
10) CAB
11) X RAY (POST/IN)

INDIVIDUAL RECEIVER TAGS

1.

+2 SPLIT – VERTICAL RELEASE ON COMEBACK
INSIDE RELEASE ON BENCH

CAB = 18 YD COMEBACK
VS ROTATION (COV 2) RUN A BENCH

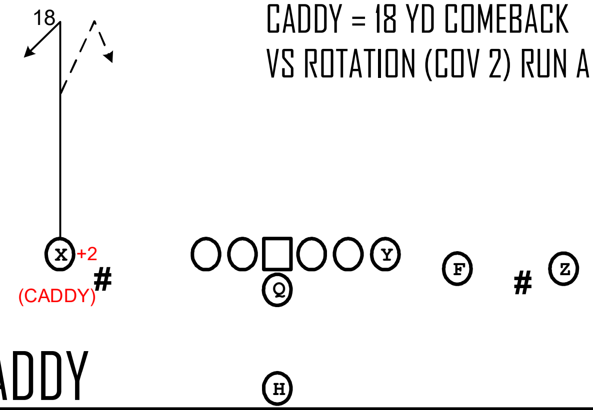


CAB

2.

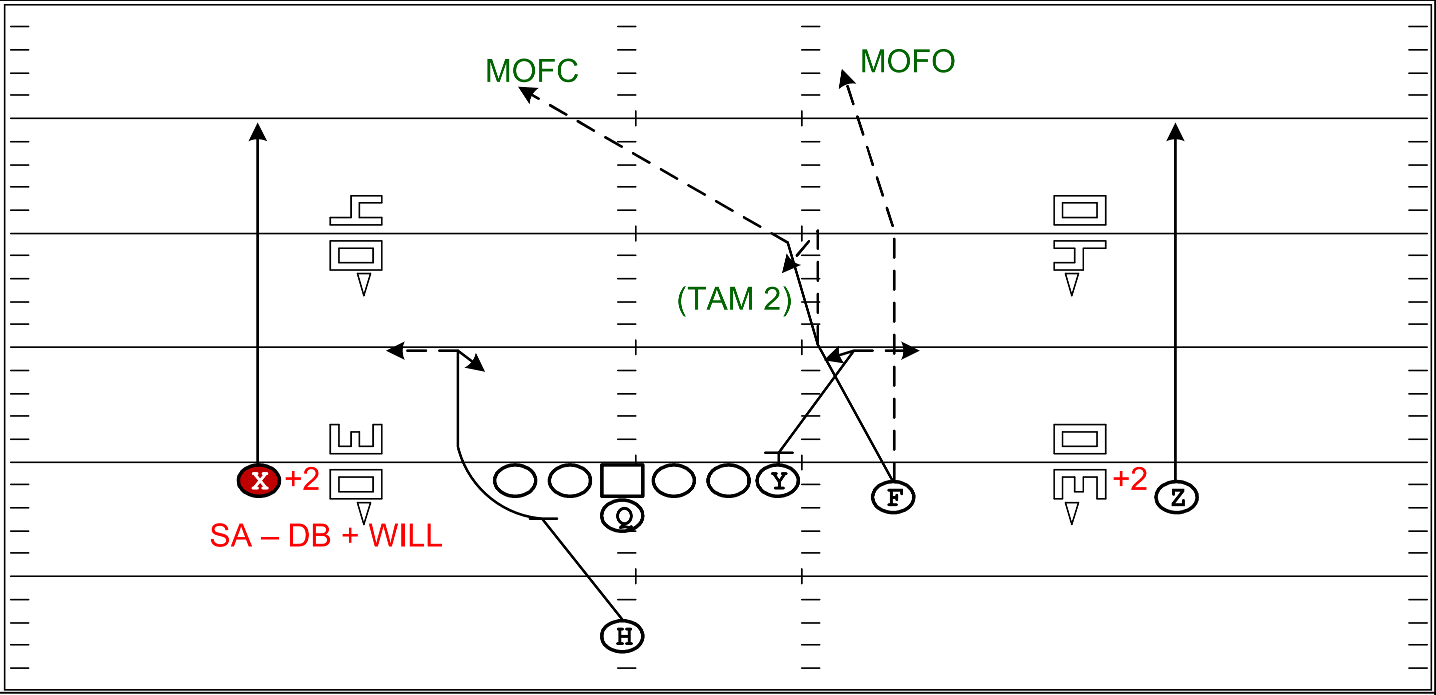
+2 SPLIT – VERTICAL RELEASE

CADDY = 18 YD COMEBACK
VS ROTATION (COV 2) RUN A DRIVE



CADDY

TRIPS RT 80 GO



Protection: 80/81 – 'H' CHK WILL TO 4 WK/4 STG

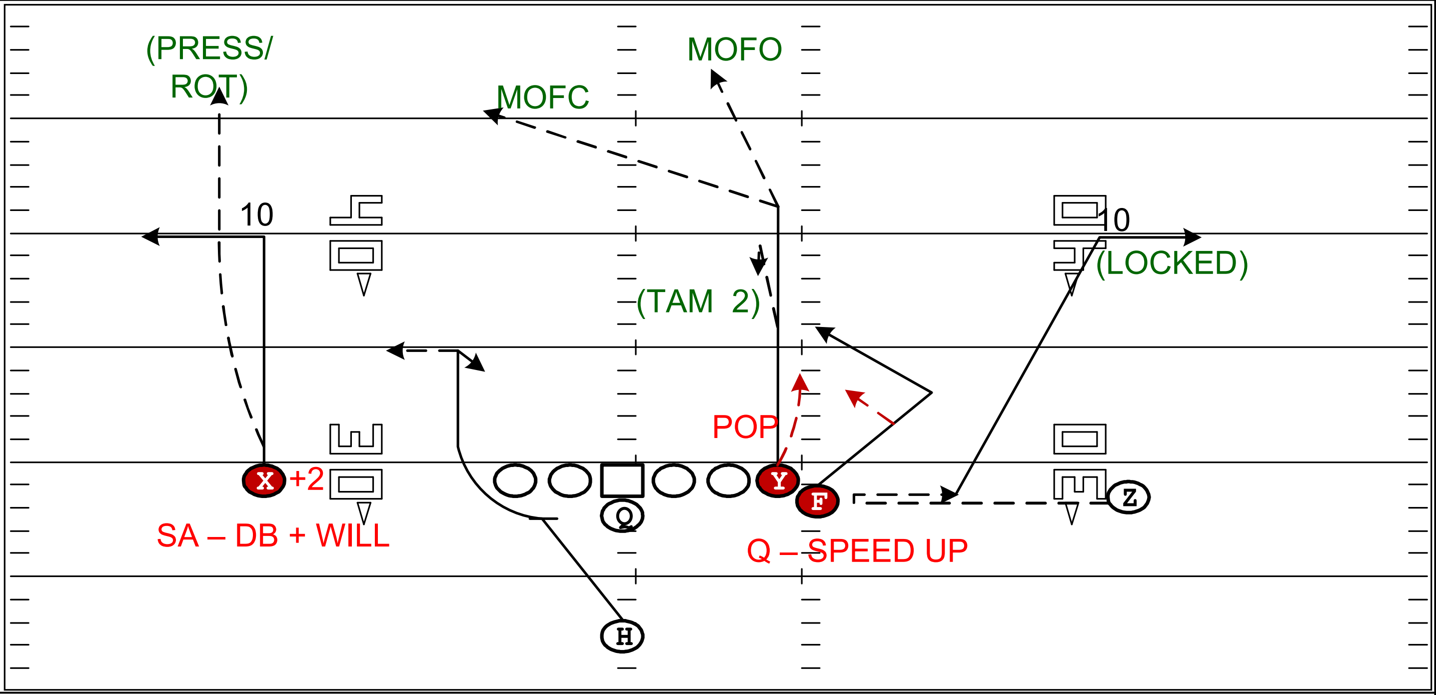
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	GO	+2	VERTICAL	N/A	NONE	NONE
X	GO	+2	VERTICAL	N/A	NONE	DB + WILL
Y	CHK FAN	ATTACHED	OUTSIDE	5 YDS	SIT VS ZONE RUN VS MAN	NONE
F	DELTA READ	SLOT	VERTICAL/ INSIDE	14 YDS	MOFC = DELTA MOFO = CHUTE TAMPA 2 = BUC	NONE
H	CHK FAN	HOME	N/A	5 YDS	SIT VS ZONE RUN VS MAN	NONE

QB Action = 5 Step

QB Read
1 Hi = BEST LOOK – DELTA – CHK DOWN
2 Hi = DELTA – HOLE SHOT – CHK DOWN

QTRS – THINK DELTA - GO

TREY RT Z PL 62 SEMI F ANGLE



Protection: 62/63 – 'H' CHK WILL TO 4 WK/4 STG

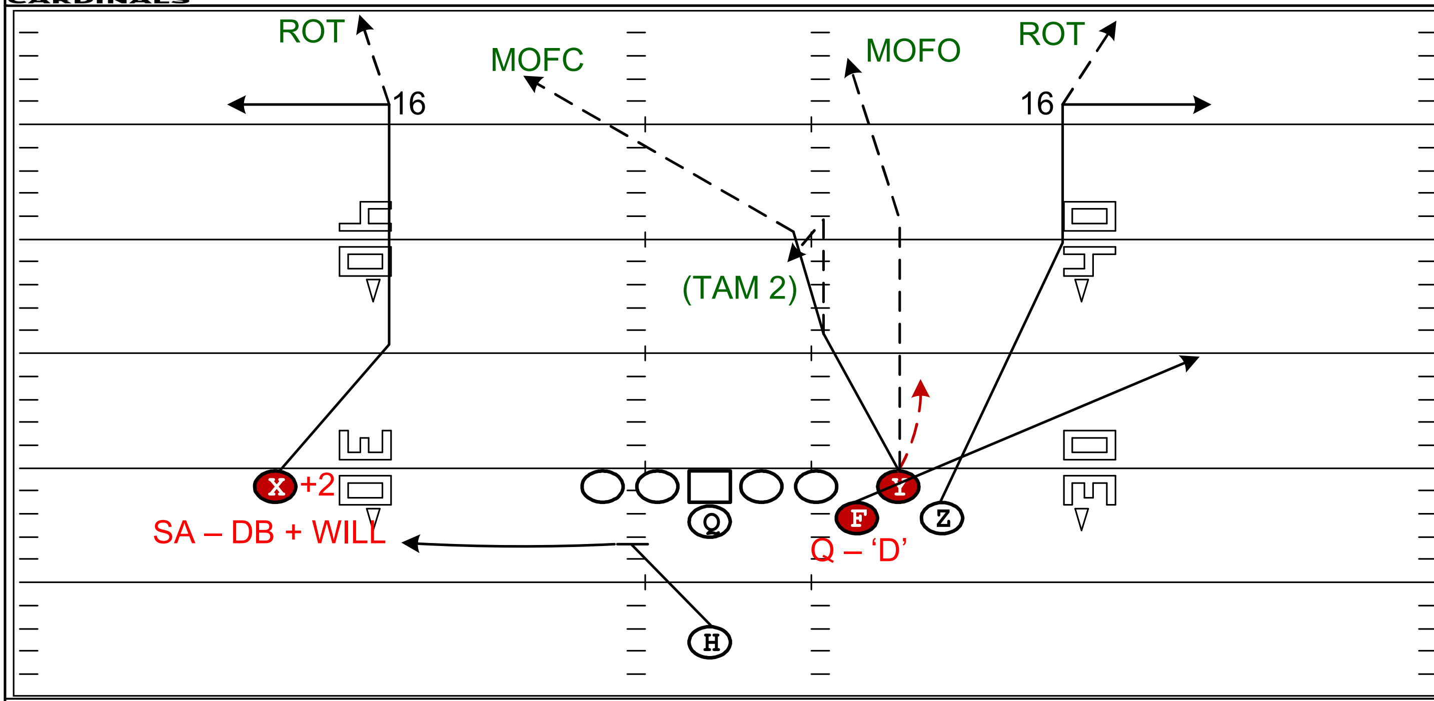
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	SEMI	+2	OUTSIDE	10 YDS (4TH INSIDE)	CUT SPLIT = LOCKED	NONE
X	SEMI	+2	VERTICAL	10 YDS (3RD INSIDE)	FADE VS PRESS/ ROT	DB + WILL
Y	DELTA READ	ATTACHED	VERTICAL	14 YDS	MOFC = DELTA MOFO = CHUTE TAMPA 2 = BUC	POP
F	ANGLE	WING	OUTSIDE	5 YDS	NONE	Q – SPEED UP
H	CHK FAN	HOME	N/A	5 YDS	SIT VS ZONE RUN VS MAN	NONE

QB Action = 5 Step

QB Read
1 Hi = BEST LOOK SIDE – AWAY ROTATION – SEMI – ANGLE - DELTA
2 Hi = ANGLE – DELTA – CHK DOWN

COV 5 – BACKSIDE SEMI – CHK DOWN

BUNCH RT 62 BENCH



Protection: 62/63 – 'H' CHK WILL TO 4 WK/4 STG

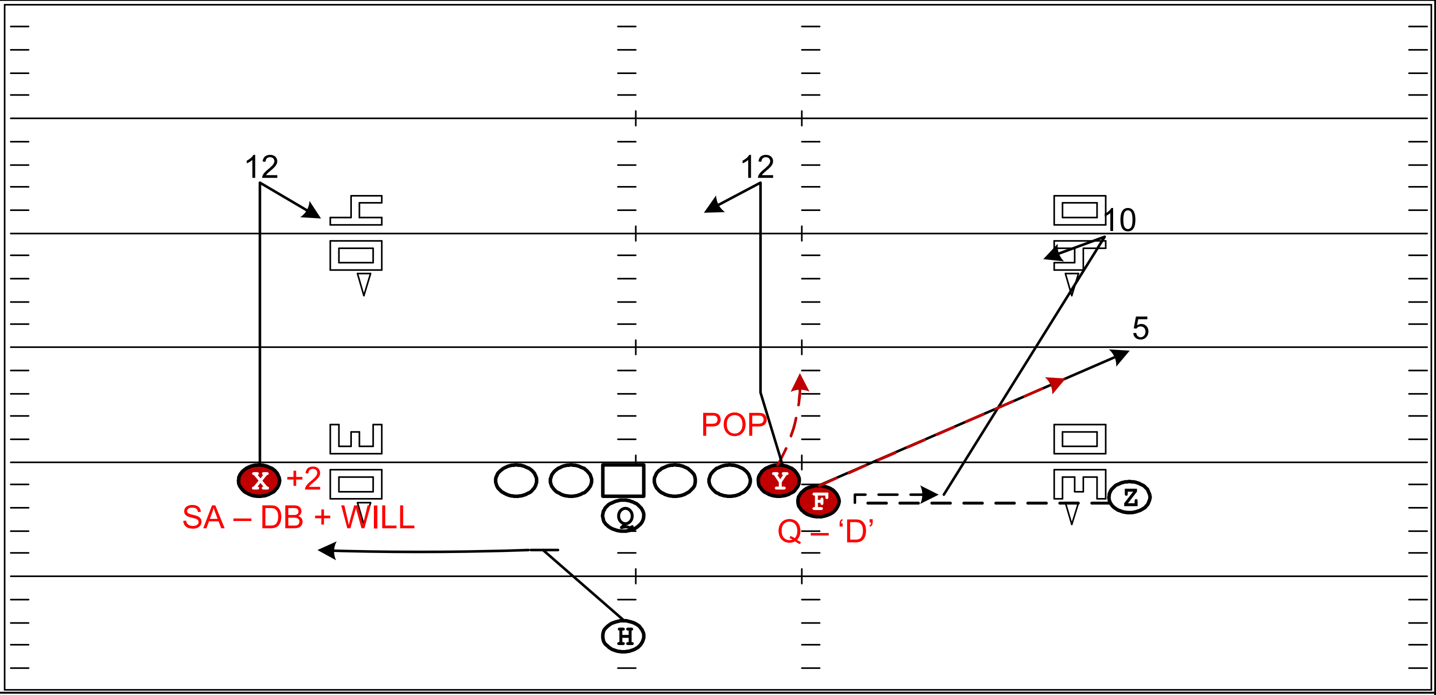
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	BENCH	BUNCH	OUTSIDE	16 YDS	HI ANGLE VS ROTATION	NONE
X	BENCH	+2	INSIDE	16 YDS	HI ANGLE VS ROTATION	SA – DB + WILL
Y	DELTA READ	BUNCH	VERTICAL/ INSIDE	14 YDS	MOFC = DELTA MOFO = CHUTE TAMPA 2 = BUC	POP
F	'D'	BUNCH	OUTSIDE	5 YDS	NONE	Q – 'D'
H	CHK FLARE	HOME	NONE	N/A	NONE	NONE

QB Action = 7 Step

QB Read
1 Hi = BEST LOOK SIDE – AWAY ROTATION – BENCH – FLAT - DELTA
2 Hi = BENCH – DELTA – FLAT

COV 5 – BACKSIDE BENCH – FLARE

TREY RT Z PL 62 CURL



Protection: 62/63 – 'H' CHK WILL TO 4 WK/4 STG

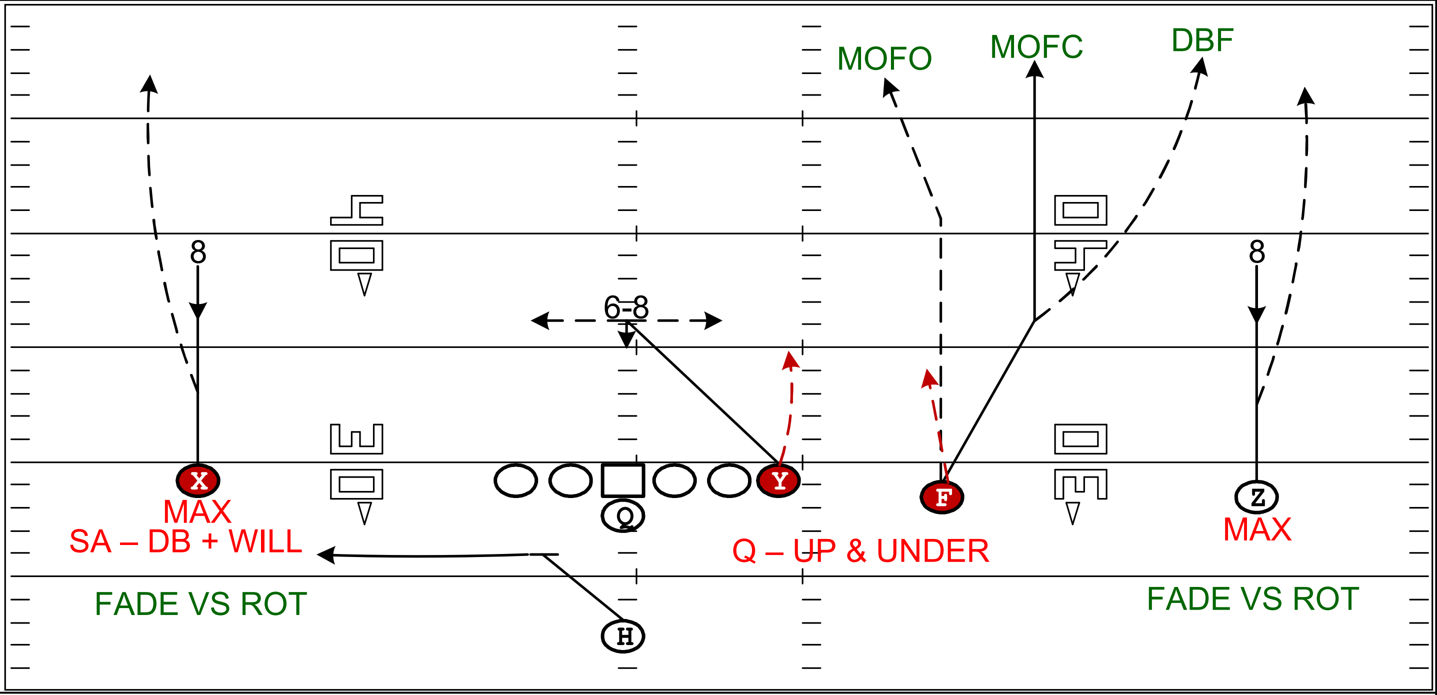
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	CURL	+2	OUTSIDE	10 YDS	CAN FLASH VS 2 MAN	NONE
X	CURL	+2	VERTICAL	12 YDS	CAN FLASH VS 2 MAN	SA – DB + WILL
Y	I/S CURL	ATTACHED	VERTICAL/ INSIDE	12 YDS	CAN FLASH VS 2 MAN	POP
F	'D'	WING	OUTSIDE	5 YDS	NONE	Q – 'D'
H	FLARE	HOME	NONE	N/A	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = 'D' - CURL – I/S CURL
2 Hi = INSIDE OUT

COV 5 – BACKSIDE CURL – FLARE

TRIPS RT 62 HITCH Y SHAKE



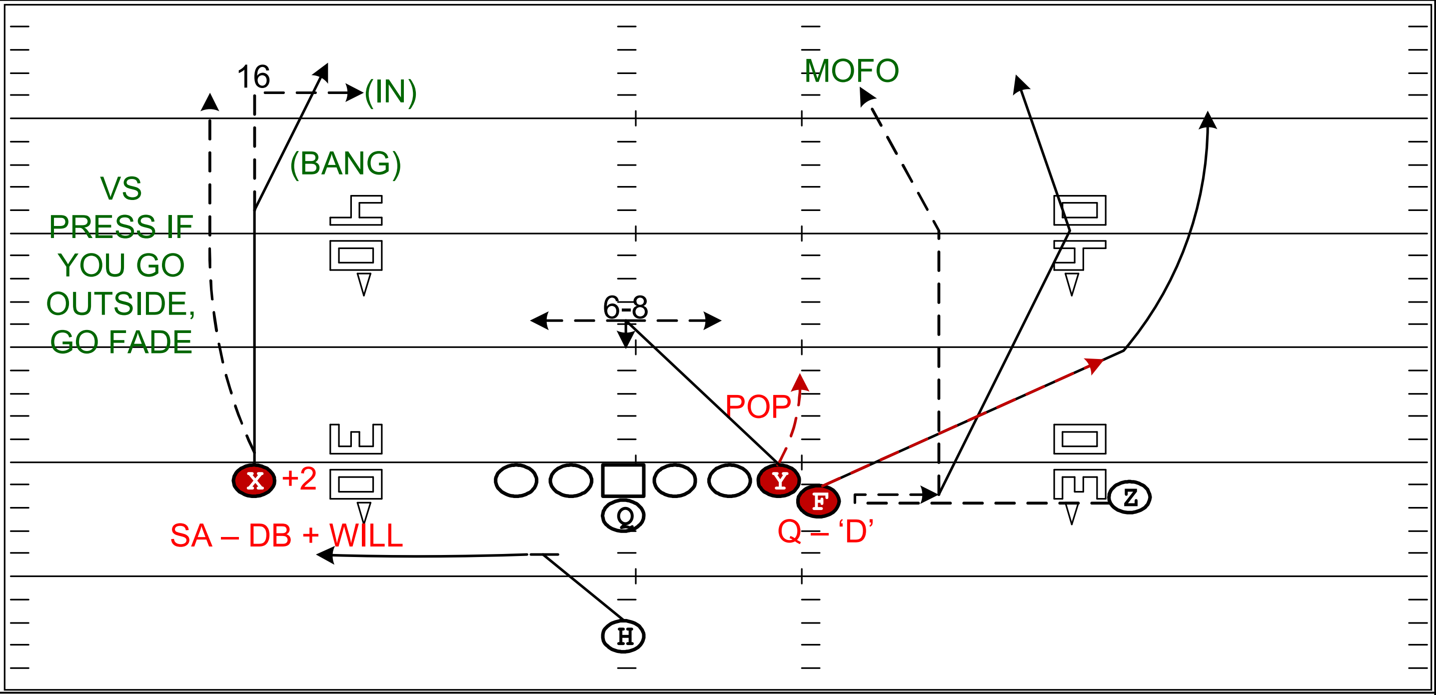
Protection: 62/63 – 'H' CHK WILL TO 4 WK/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	HITCH	MAX	VERTICAL	8 YDS	FADE VS ROT	NONE
X	HITCH	MAX	VERTICAL	8 YDS	FADE VS ROT	DB + WILL
Y	SHAKE	ATTACHED	INSIDE	6-8 YDS	SIT VS ZONE RUN VS MAN	UP & UNDER
F	SEAM READ	SLOT	VARIES	12 YDS	MOFC = SEAM MOFO = CHUTE MAN = DBF	UP & UNDER
H	CHK SWING	HOME	N/A	N/A	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = HITCH – SEAM - SHAKE
2 Hi = SEAM - SHAKE

TREY RT Z PL 62 BLINKY



Protection: 62/63 – ‘H’ CHK WILL TO 4 WK/4 STG

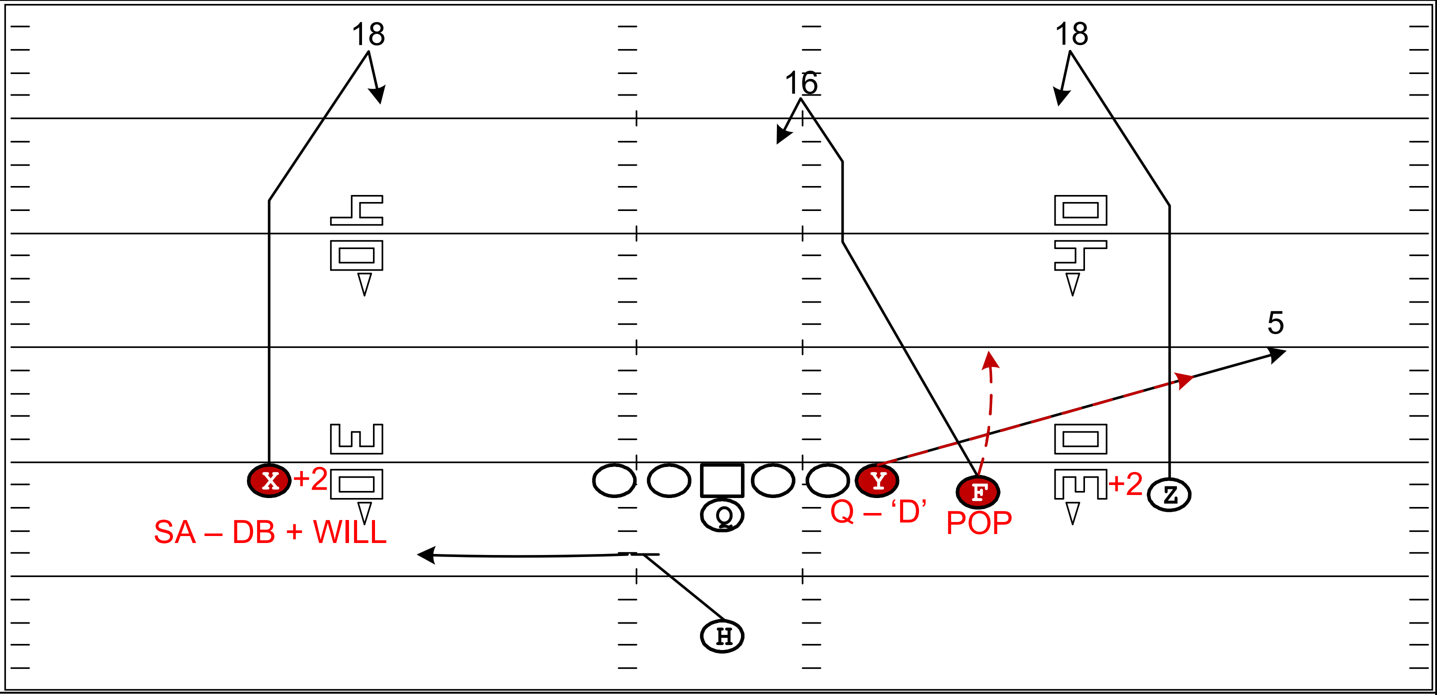
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	BANG	+2	OUTSIDE	10 YDS	NONE	NONE
X	SINK	+2	VARIES	VARIES	ROT = IN @ 16YDS OFF = BANG O/S RELEASE = GO	SA – DB + WILL
Y	SHAKE	ATTACHED	INSIDE	6-8 YDS	SIT VS ZONE RUN VS MAN	POP
F	WHEEL	WING	OUTSIDE	N/A	NONE	Q – ‘D’
H	FLARE	HOME	NONE	N/A	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = BEST LOOK SIDE – BANG – WHEEL - SHAKE
2 Hi = SHAKE – IN ROUTE

COV 5 – BACKSIDE SINK – SWING

TRIPS RT 62 DRIVE



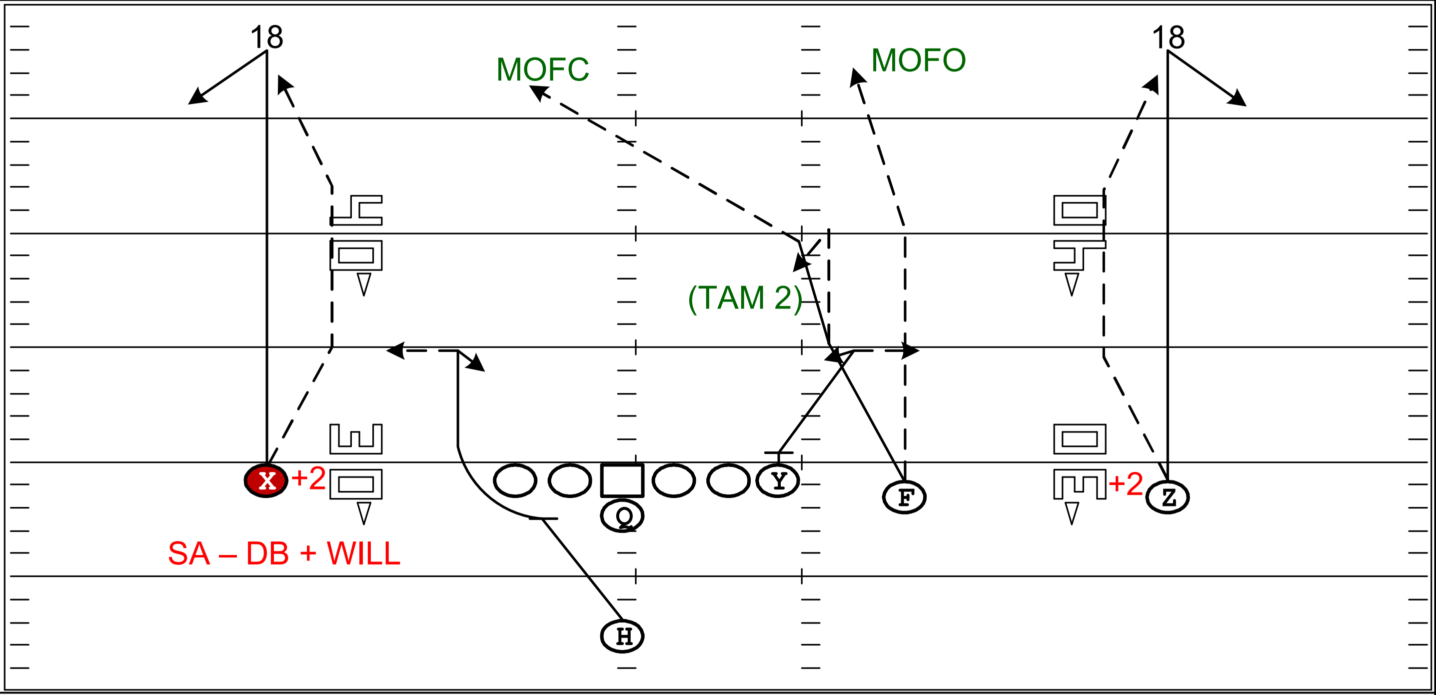
Protection: 62/63 – 'H' CHK WILL TO 4 WK/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	DRIVE	+2	VERTICAL	18 YDS	CAN FLASH VS 2 MAN	SA – DB + WILL
X	DRIVE	+2	VERTICAL	18 YDS	CAN FLASH VS 2 MAN	NONE
Y	'D'	ATTACHED	OUTSIDE	5 YDS	NONE	Q – 'D'
F	I/S DRIVE	SLOT	INSIDE	16 YDS	CAN FLASH VS 2 MAN	POP
H	CHK FLARE	HOME	NONE	N/A	NONE	NONE

QB Action = 7 Step

QB Read
1 Hi = BEST LOOK SIDE - 'D' - DRIVE – I/S DRIVE (OUTSIDE IN)
2 Hi = INSIDE OUT

TRIPS RT 80 CAB



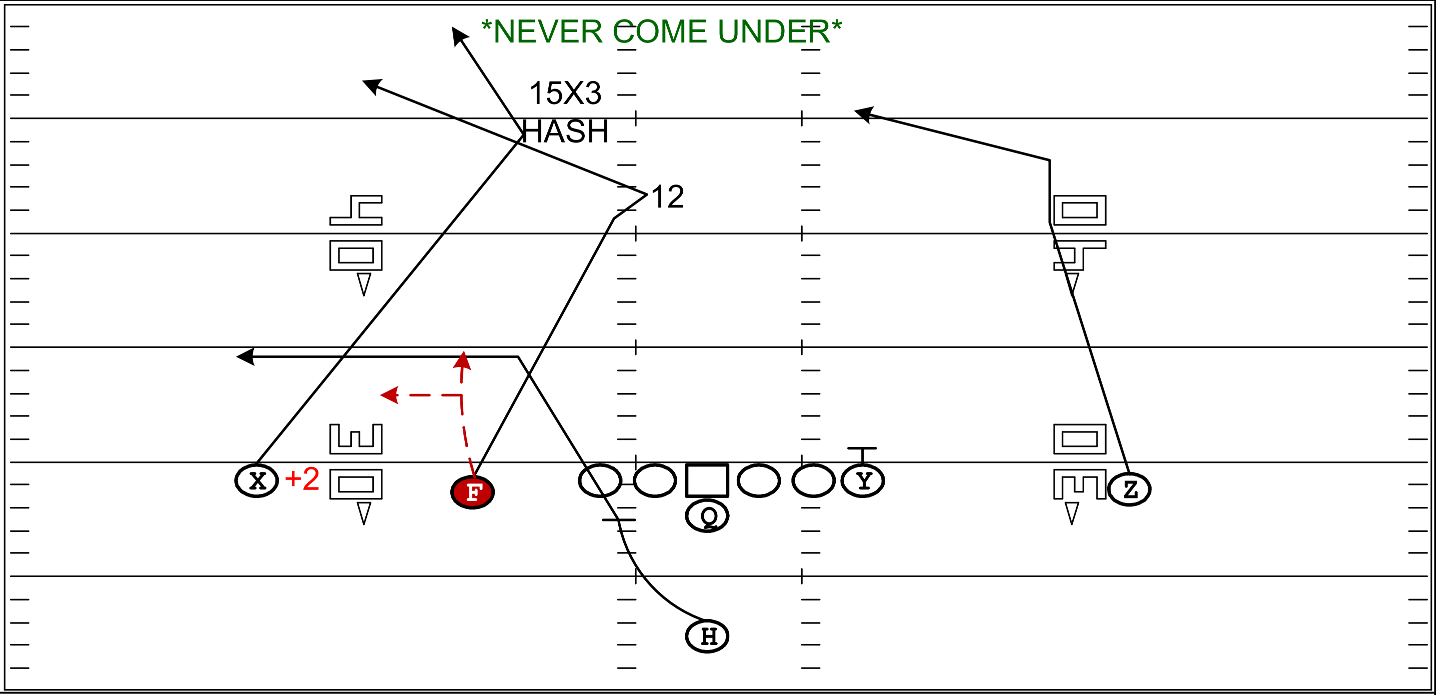
Protection: 80/81 – 'H' CHK WILL TO 4 WK/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	CAB	+2	VARIES	18 YDS	VS ROT = BENCH	NONE
X	CAB	+2	VARIES	18 YDS	VS ROT = BENCH	DB + WILL
Y	CHK FAN	ATTACHED	OUTSIDE	5 YDS	SIT VS ZONE RUN VS MAN	NONE
F	DELTA READ	SLOT	VERTICAL/ INSIDE	14 YDS	MOFC = DELTA MOFO = CHUTE TAMPA 2 = BUC	NONE
H	CHK FAN	HOME	N/A	5 YDS	SIT VS ZONE RUN VS MAN	NONE

QB Action = 7 Step

QB Read
1 Hi = BEST LOOK SIDE – DELTA – CHK FAN
2 Hi = DELTA – CHK FANS (TRIANGLE) – ALERT TURKEY HOLE

DICE RT BLUNT PS 5 X PYLON Z CROSS



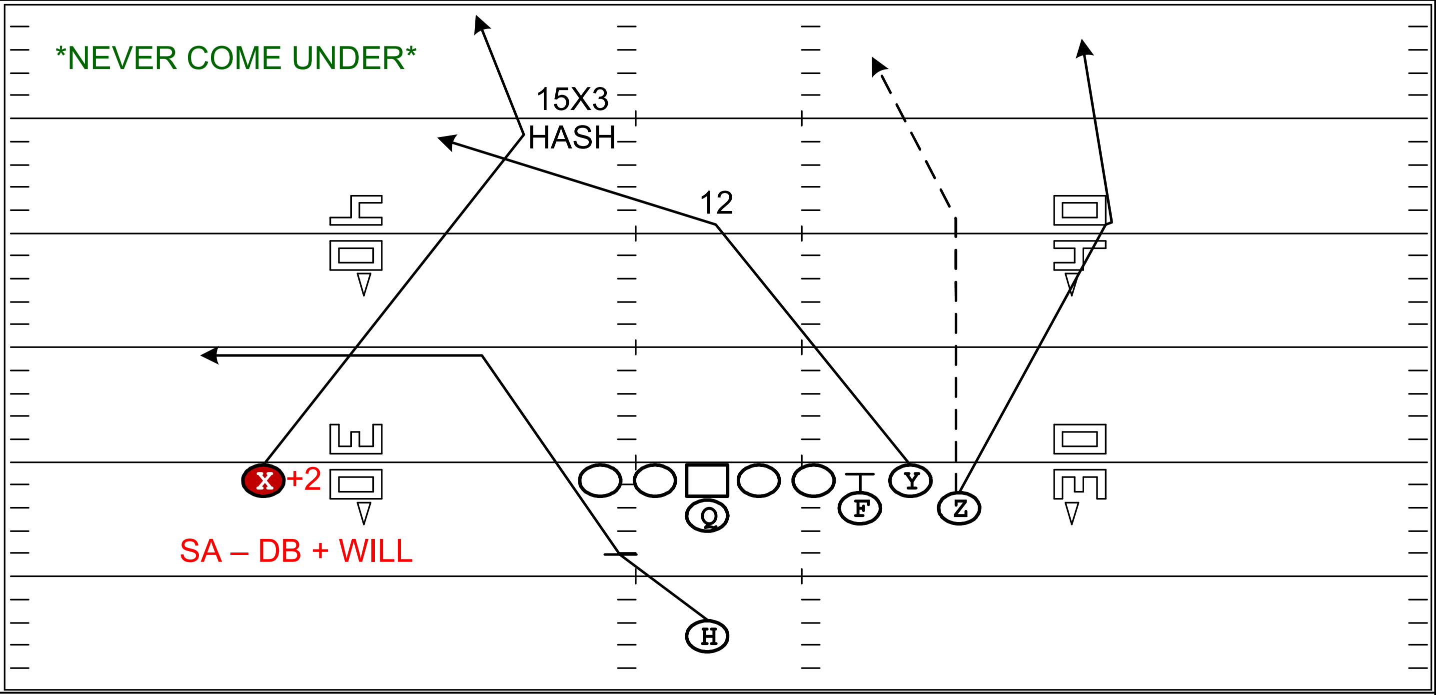
Protection: BLUNT PS 4/5 – 'H' CHK WILL TO 4 WK/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	CROSS	#'S	INSIDE	N/A	BREAK IN WHEN BOOMER BREAKS OUT	NONE
X	PYLON	+2	INSIDE	15X3 FROM HASH	NEVER COME UNDERNEATH COV	NONE
Y	PROTECTION	ATTACHED	N/A	N/A	NONE	NONE
F	BOOMER	SLOT	INSIDE	12 YDS	TAKE HIGH ANGLE – LET QB BRING YOU BACK DOWN	Q – SLOT HOT
H	CHK FLAT	HOME	N/A	5 YDS	NONE	NONE

QB Action = 7 Step

QB Read
1 Hi = PYLON – BOOMER – CROSS (BOOMER & FLAT HIGH LOW FLAT DEF)
2 Hi = PYLON – BOOMER - CROSS

BUNCH RT WAGGLE 5 X RAY Z POST



Protection: WAGGLE 4/5 – 'H' CHK WILL TO 4 WK/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	WIN POST	BUNCH	OUTSIDE	N/A	ROT = WIN DOWN MIDDLE	NONE
X	PYLON	+2	INSIDE	15X3 FROM HASH	NONE	SA – DB + WILL
Y	CROSS	BUNCH	INSIDE	18 YDS	NONE	NONE
F	PROTECTION	BUNCH	N/A	N/A	NONE	NONE
H	CHK FLAT	HOME	NONE	5 YDS	NONE	NONE

QB Action = 7 Step

QB Read
1 Hi = PYLON – CROSS - POST
2 Hi = PYLON – CROSS – FLAT: ALERT POST WIN DOWN MIDDLE

APRIL 19TH – INSTALL DAY #2 (2016)

SPECIFIC CATEGORY

1ST 10 RUN / PASS

FORMATIONS

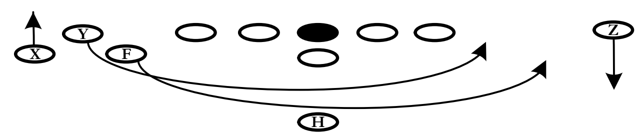
- **3x1**
- **2 Back**

SHIFTS

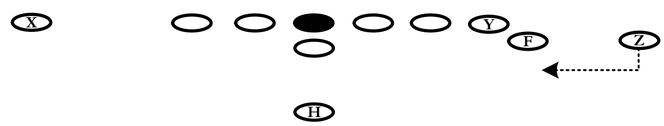
EXPLODE

Starts in **TRADE BUNCH opposite the ending strength call** and then you "explode" to a given formation. ('Z'/'X' STAY ON THE SIDE YOU STARTED PRE SHIFT)

EX: EXPLODE TREY RT Z SH



Start: Trade Bunch LT

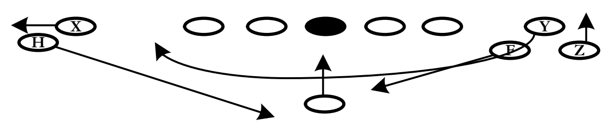


Finish: Trey RT Z Short

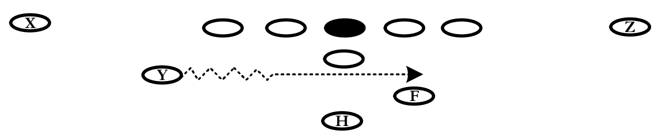
ZELDA

Start in **BUNCH HEX opposite the ending strength call** and "zelda" to a given formation. Zelda has a built in **TRADE** component between 'Z' & 'X'. ('Z'/'X' STAY ON THE SIDE YOU STARTED PRE SHIFT)

EX: ZELDA WEAK LT Y FL



Start: Bunch RT Hex

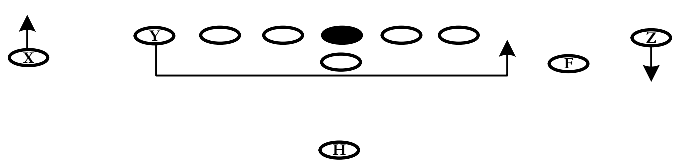


Finish: Weak LT Y Fly

Y MOVE

The TE will start away from the call. On the QB's command, the TE will motion to a pre-determined alignment and get set.

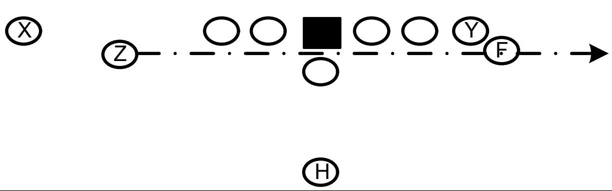
"**Y Move** to Trips RT"



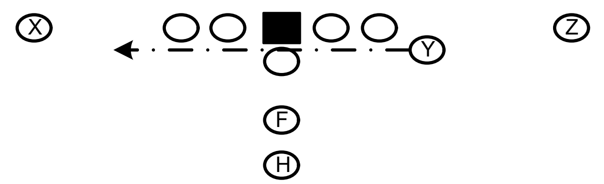
MOTIONS

MOTION (MO)	-	ACROSS FORMATION TO THE TE SIDE.
FLY	-	ACROSS FORMATION TO THE SE SIDE. (AWAY FROM TE)
PEEL	-	ACROSS THE FORMATION AND RETURNING TO SAME SIDE.
SHORT	-	IN TOWARDS BALL ON THE SAME SIDE.
CUT	-	CUT OFF E.M.O.L. (BY PLAY TO TE OR AWAY FROM TE)

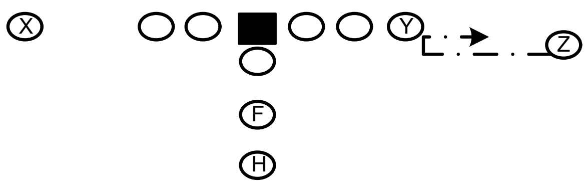
FIRM RT Z **MO**



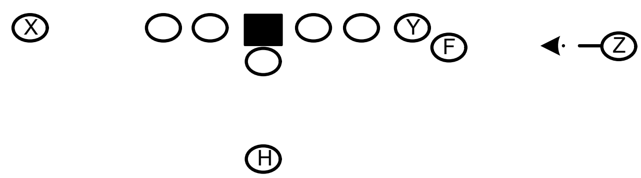
I RT Y **FLY**



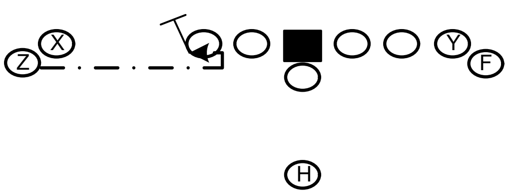
I RT Z **PEEL**



TRIPS RT Z **SH**



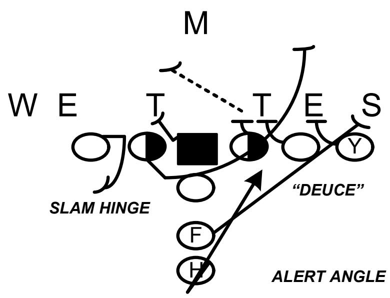
FAX RT Z **CUT**



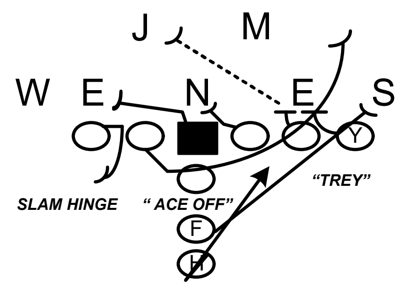
RUNS

36/37 POWER (36)

43

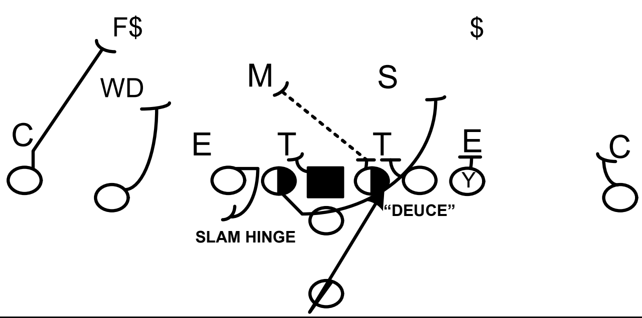


34

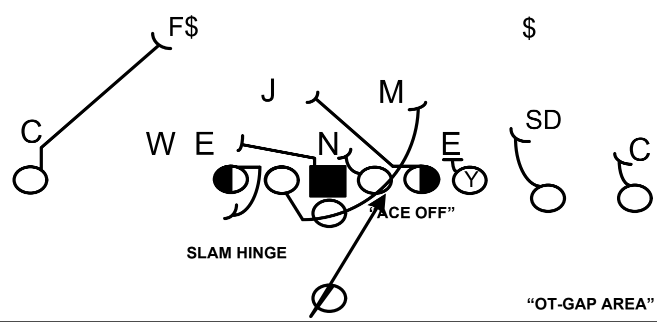


34/35 PIKE (34)

NI 42

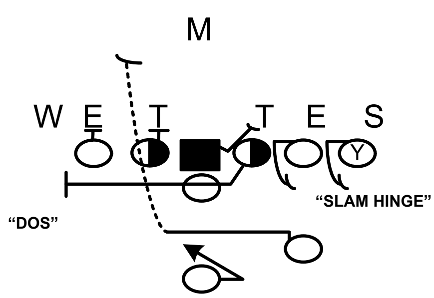


NI 33

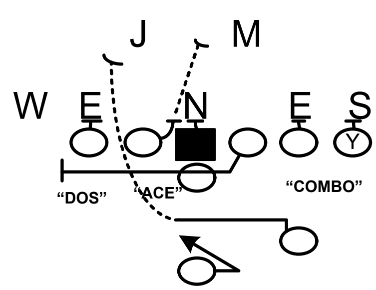


35/34 PART (35)

43

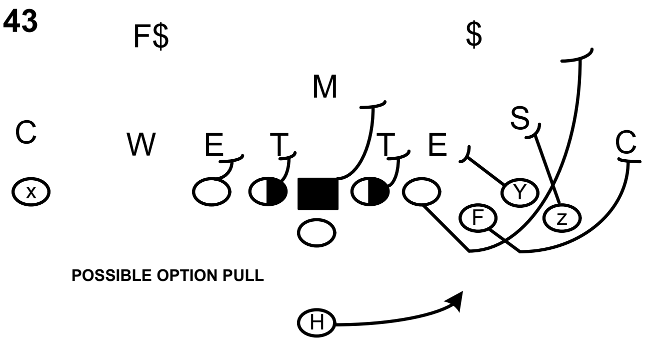


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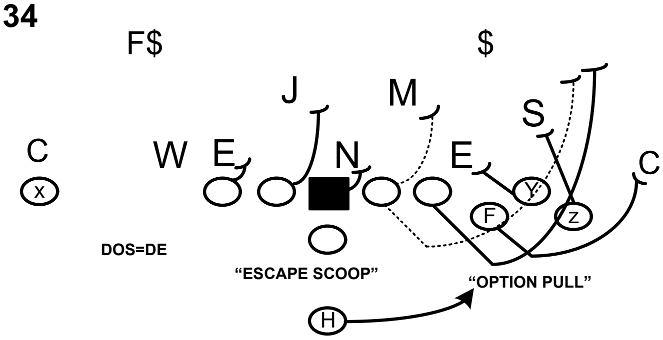


T 38/39 TRUCK (38)

43



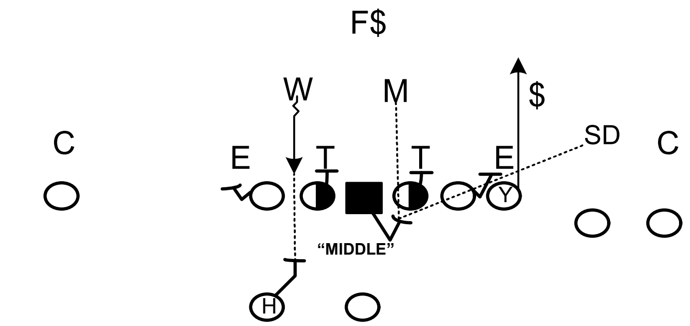
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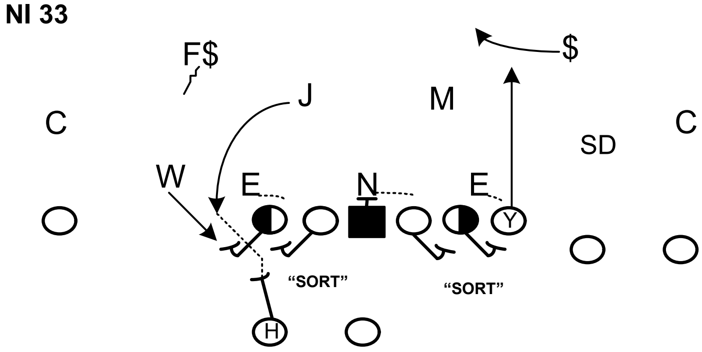
PASS PROTECTIONS

66 / 67 (66)

NI 42

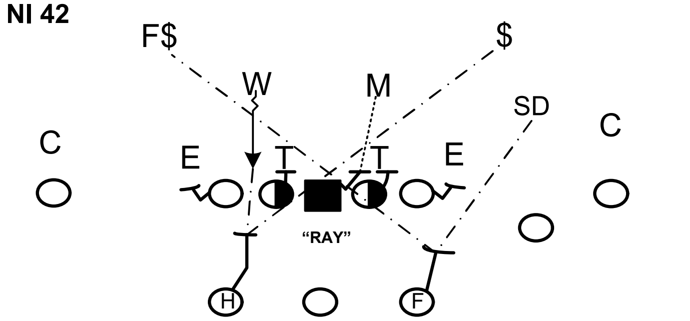


NI 33

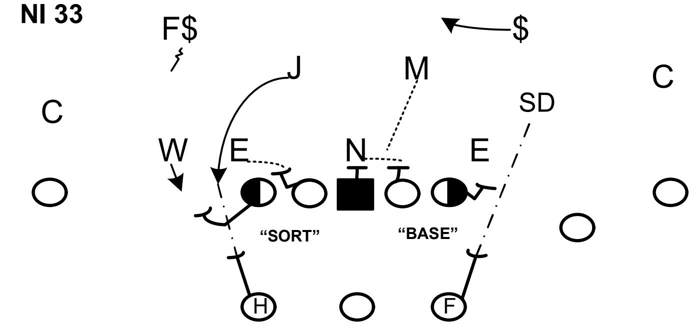


88 / 89 (88)

NI 42

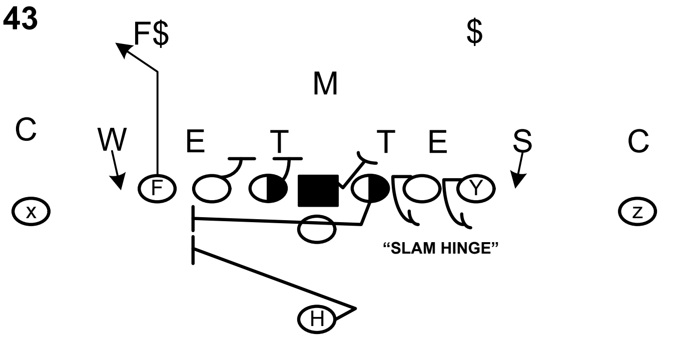


NI 33



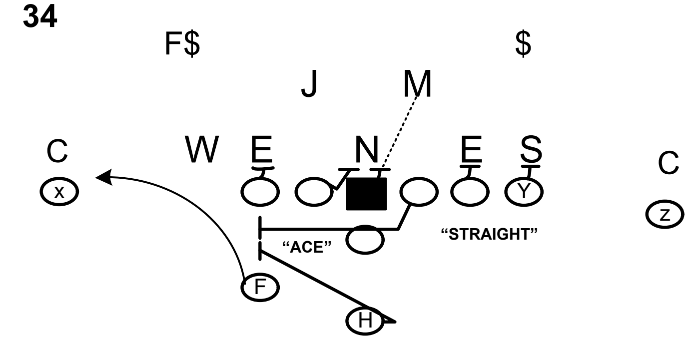
TRAP PASS 4 / 5 (TRAP PASS 5)
PART PASS 4 / 5 (PART PASS 5)

43



PART PASS = F BLOCKS / CHECKS #4

34



PART PASS = F BLOCKS / CHECKS #4

ADDITIONAL TRAP / PART PASS PROTECTIONS

1. TRAP PASS 4/5 BOOT – BST SECURE B-GAP, QB LAUNCH POINT IS BEHIND THE BACKSIDE TE.
2. TRAP PASS 4/5 ROLL – BST SECURE B-GAP, QB LAUNCH POINT IS BEHIND THE CENTER FOR THE OVER – THEN BREAK CONTAIN.

HOT / SITES – DAY #2 (3 DOWN FRONT)

PLAY	Q	SITE
66/67	COV 0	DB + STACK LB
88/89	MOFE COV 0	MOFE COV 0
T.P. 4/5	NONE	1 DB AWAY FROM THE ACTION
ROLL/BOOT	NONE	NONE

HOT / SITES – DAY #2 (4 DOWN FRONT)

PLAY	Q	SITE
66/67	COV 0	DB + WILL LB
88/89	MOFE COV 0	MOFE COV 0
T.P. 4/5	NONE	1 DB AWAY FROM THE ACTION
ROLL/BOOT	NONE	NONE

CARDINALS OFFENSE

ROUTE INSTALL

DAY #2

Route Installation

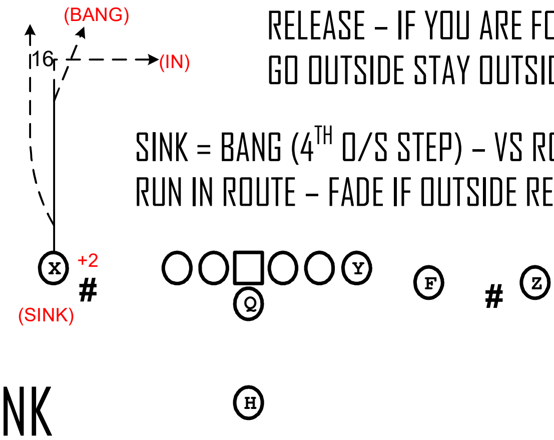
1) STICK
2) SPLIT EM
3) CHOICE
4) DEVIL
5) DIXIE
6) STOVE
7) POCO
8) WHEEL
9) SEAM
10) JET
11) SQUIRREL (DEEP HOOK)
12) SINK
13) FLINCH
14) DOG
15) DISH
16) FRISCO

INDIVIDUAL RECEIVER TAGS

1.

#'S SPLIT – VERTICAL TO INSIDE RELEASE – IF YOU ARE FORCED TO GO OUTSIDE STAY OUTSIDE

SINK = BANG (4TH O/S STEP) – VS ROTATION RUN IN ROUTE – FADE IF OUTSIDE RELEASE

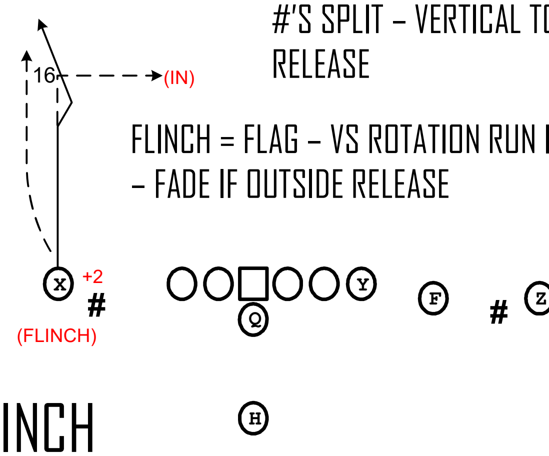


SINK

2.

#'S SPLIT – VERTICAL TO INSIDE RELEASE

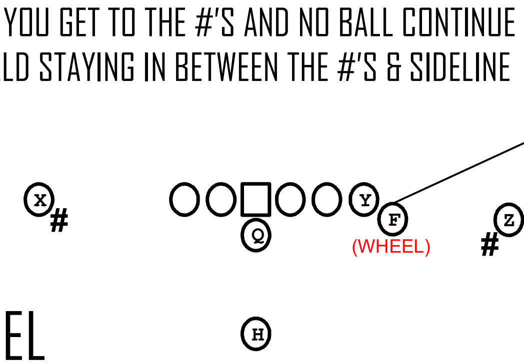
FLINCH = FLAG – VS ROTATION RUN IN ROUTE – FADE IF OUTSIDE RELEASE



FLINCH

3.

WHEEL = 'D' ROUTE – TAKE A PEEK FOR THE BALL – WHEN YOU GET TO THE #'S AND NO BALL CONTINUE UP FIELD STAYING IN BETWEEN THE #'S & SIDELINE

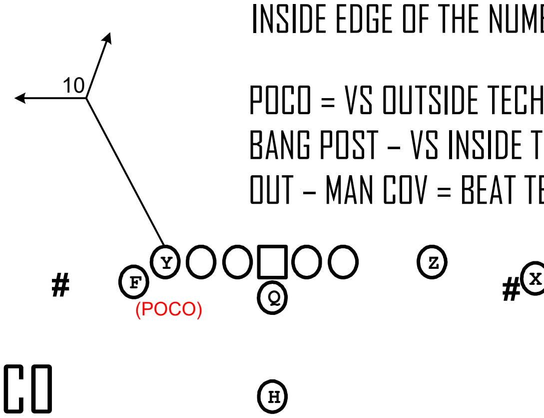


WHEEL

4.

ATTACHED – OUTSIDE RELEASE TO INSIDE EDGE OF THE NUMBERS

POCO = VS OUTSIDE TECH RUN BANG POST – VS INSIDE TECH RUN OUT – MAN COV = BEAT TECH

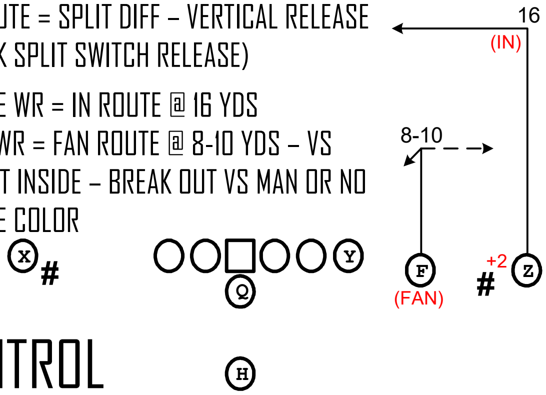


POCO

2 MAN CONCEPTS

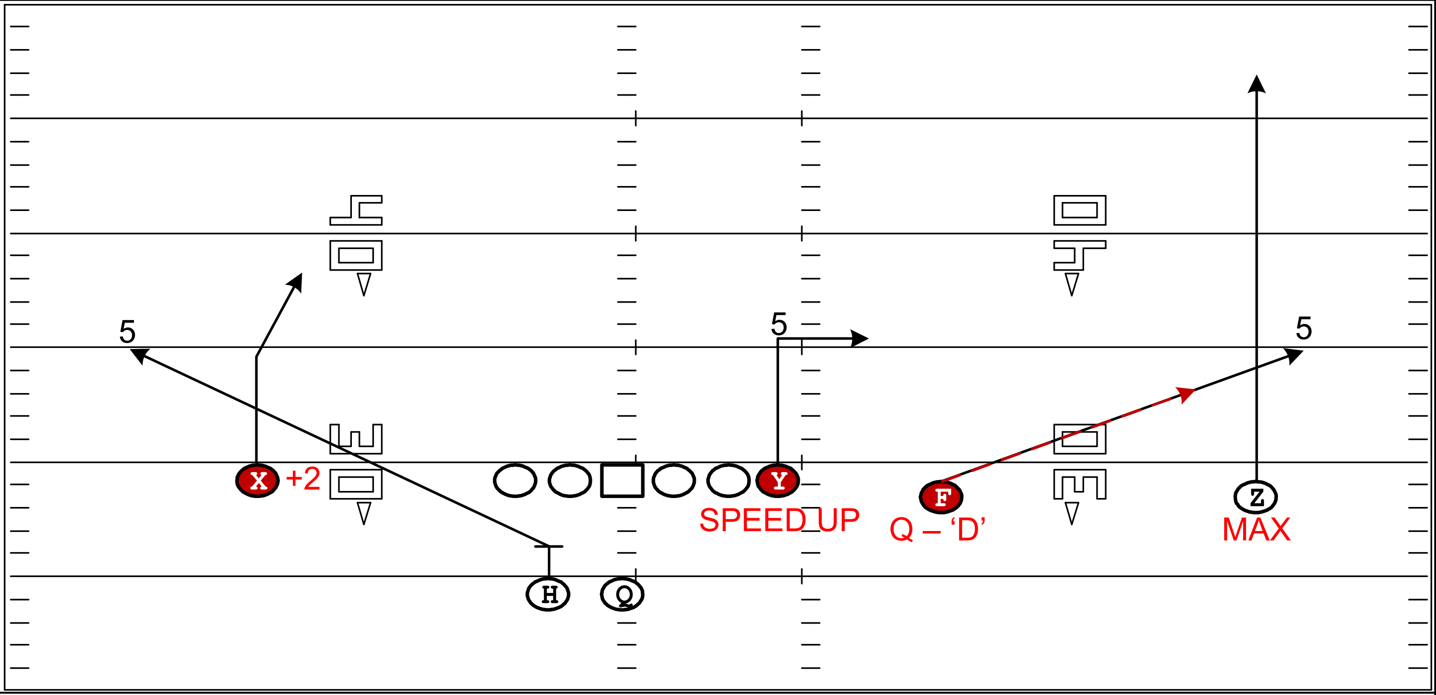
IN ROUTE = +2 SPLIT - VERTICAL RELASE
(STACK SPLIT ANGLE RELEASE)
FAN ROUTE = SPLIT DIFF – VERTICAL RELEASE
*(STACK SPLIT SWITCH RELEASE)

OUTSIDE WR = IN ROUTE @ 16 YDS
INSIDE WR = FAN ROUTE @ 8-10 YDS – VS ZONE SIT INSIDE – BREAK OUT VS MAN OR NO OUTSIDE COLOR



CONTROL

G TRIPS RT 66 Y STICK



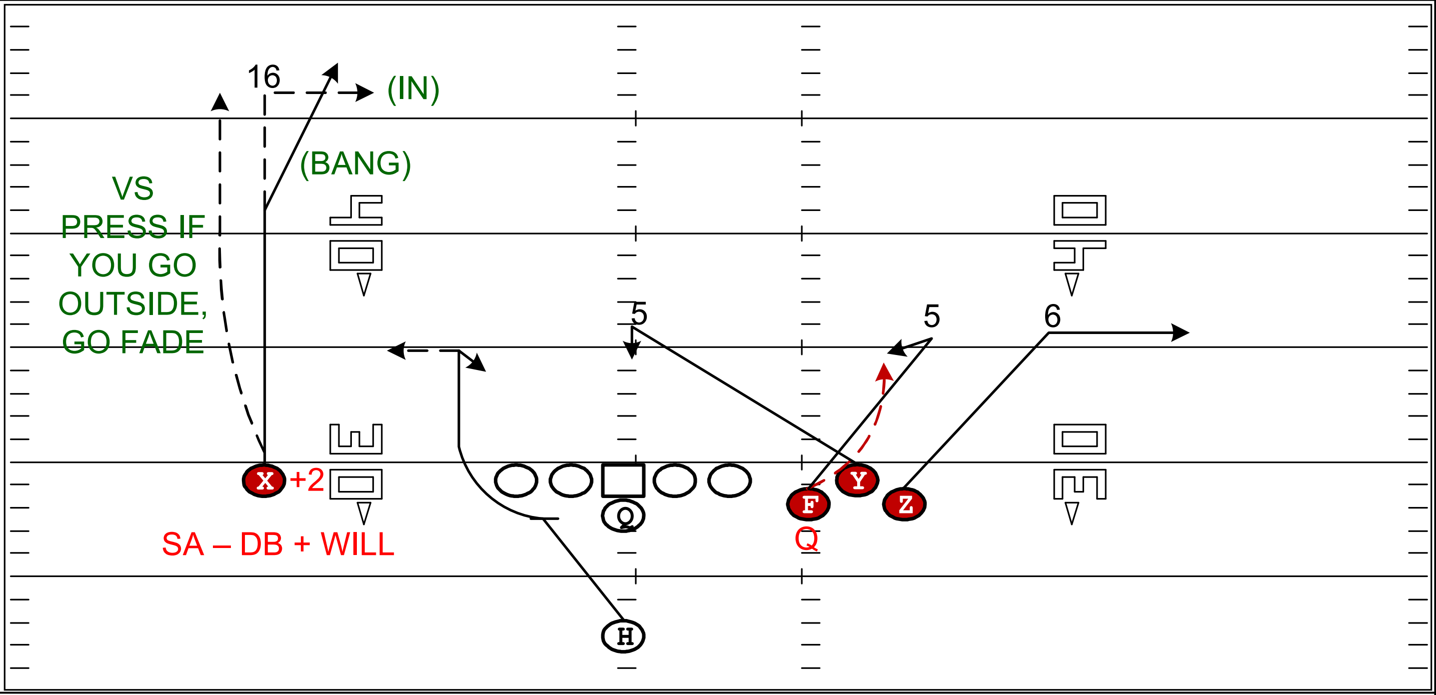
Protection: 66/67 – 'H' CHK WILL TO 4 WK/SAM/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	PROTECTION GO	MAX	PROTECTION	N/A	NONE	NONE
X	SLANT	+2	VERTICAL	5 YDS	NONE	SA
Y	STICK	ATTACHED	VERTICAL	5 YDS	NONE	SPEED UP
F	'D'	SLOT	OUTSIDE	5 YDS	NONE	Q – 'D'
H	CHK 'D'	GUN	OUTSIDE	5 YDS	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = BEST LOOK SIDE: GO – 'D'/STICK – 'D'/SLANT
2 Hi = READ STICK SIDE

BUNCH RT 62 SPLIT EM SINK



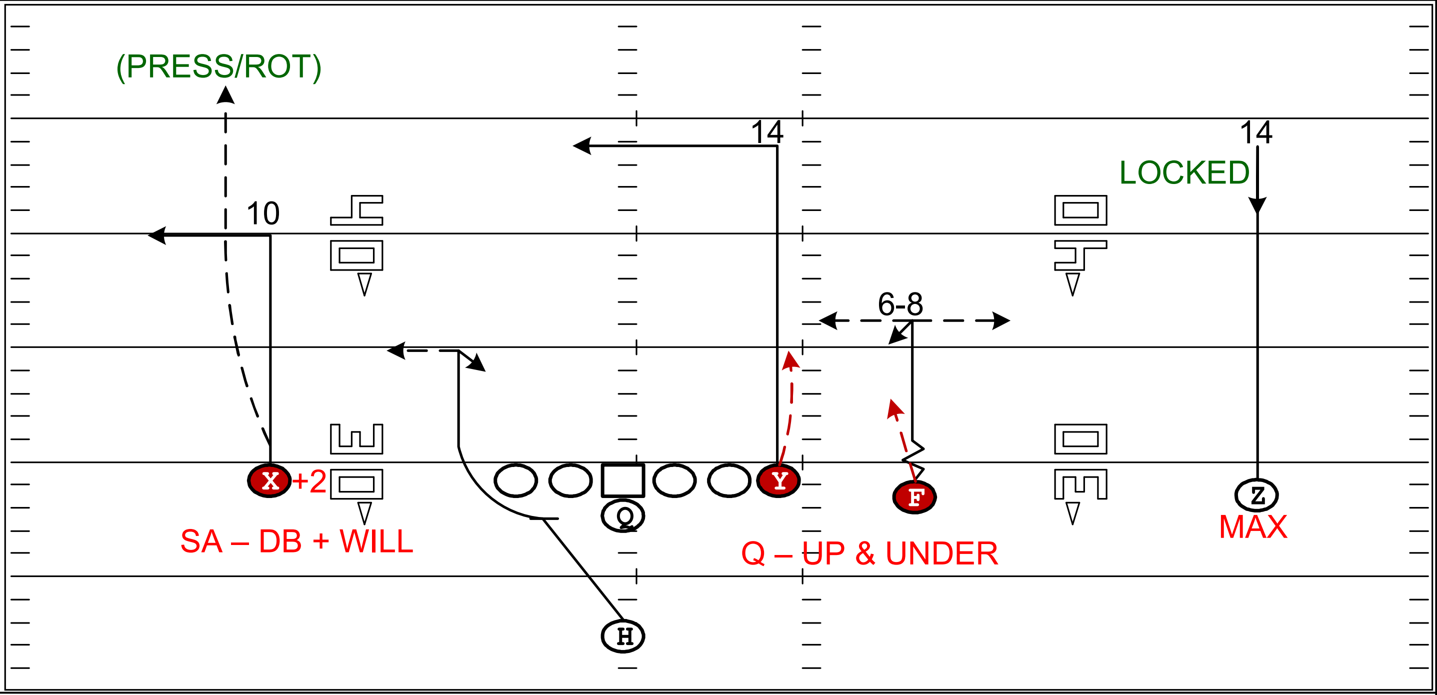
Protection: 62/63 – 'H' CHK WILL TO 4 WK/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	QK OUT	BUNCH	OUTSIDE	6 YDS	NONE	QK OUT
X	SINK	+2	VARIES	VARIES	ROT = IN @ 16YDS OFF = BANG O/S RELEASE = GO	SA – DB + WILL
Y	MIDDLE HOOK	BUNCH	INSIDE	5 YDS	NONE	POP
F	SPLIT EM	BUNCH	OUTSIDE	5 YDS	NONE	Q - POP
H	CHK FAN	HOME	NONE	5 YDS	SIT VS ZONE RUN VS MAN	NONE

QB Action = 5 Step

QB Read
1 Hi = ALERT BANG / QK OUT – SPLIT EM – HOOK
2 Hi = HOOK – IN – CHK DOWN

TRIPS RT 62 F CHOICE



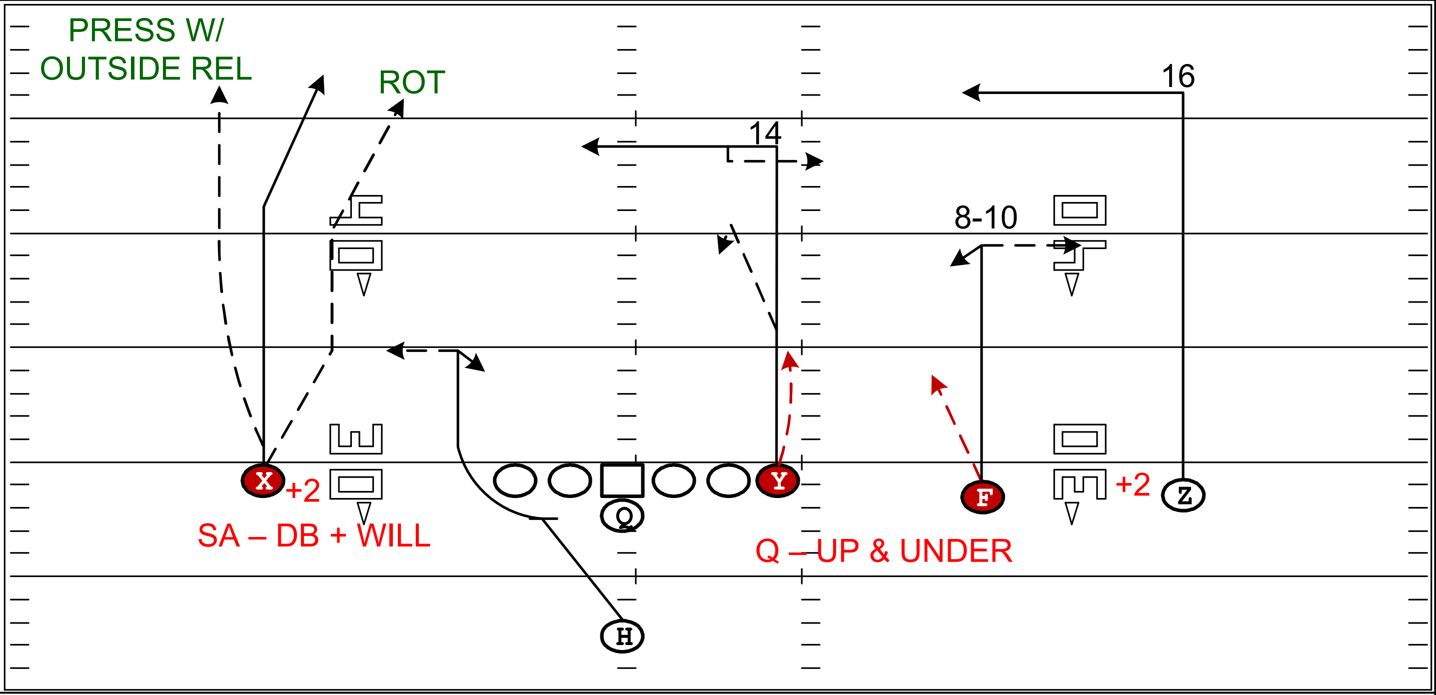
Protection: 62/63 – ‘H’ CHK WILL TO 4 WK/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	STOP	MAX	PROTECTION	14 YDS	NONE	NONE
X	SEMI	+2	VERTICAL	10 YDS	FADE VS PRESS/ ROT	DB + WILL
Y	IN	ATTACHED	VERTICAL/ OUTSIDE	14 YDS	NONE	UP & UNDER
F	CHOICE	SLOT	HESITATION	6-8 YDS	SIT VS ZONE RUN VS MAN	UP & UNDER
H	CHK FAN	HOME	N/A	5 YDS	SIT VS ZONE RUN VS MAN	NONE

QB Action = 5 Step

QB Read
1 Hi = ALERT SEMI / CHOICE – THEN AWAY FROM COV. (STOP – IN – CHK FAN)
2 Hi = READ TRIANGLE

TRIPS RT 62 DEVIL



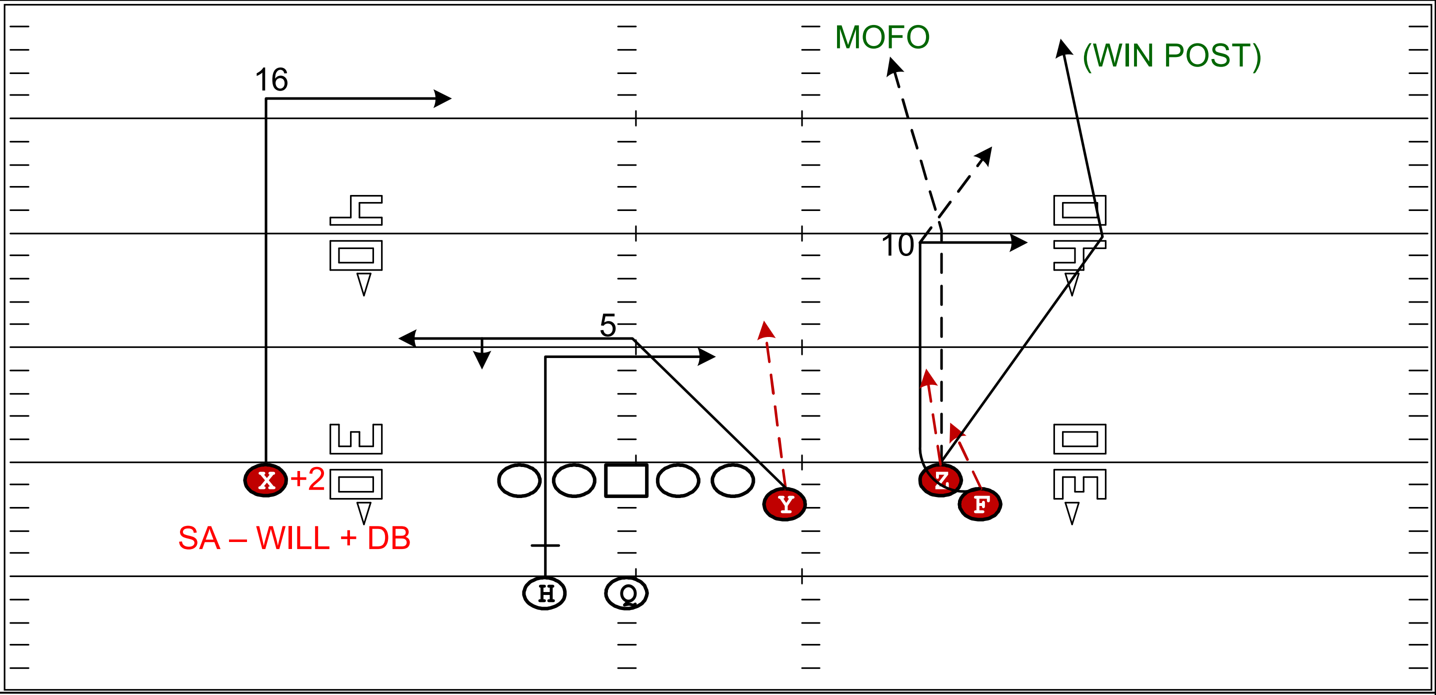
Protection: 62/63 – 'H' CHK WILL TO 4 WK/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	IN	+2	VERTICAL	16 YDS	NONE	NONE
X	BANG	+2	VERTICAL	7 STEPS	ROT = BANG OFF LB IF O/S REL = FADE	DB + WILL
Y	BASIC	ATTACHED	VERTICAL	14 YDS	BUC VS TAM FLASH VS 2MAN	UP & UNDER
F	FAN	SLOT	VERTICAL	8-10 YDS	SIT VS ZONE RUN VS MAN	UP & UNDER
H	CHK FAN	HOME	N/A	5 YDS	SIT VS ZONE RUN VS MAN	NONE

QB Action = 5 Step

QB Read
1 Hi = ALERT BANG / FAN – THEN AWAY FROM COV (IN – BASIC – CHK FAN)
2 Hi = FAN – THEN AWAY FROM COV

G TROUBLE RT 66 DIXIE



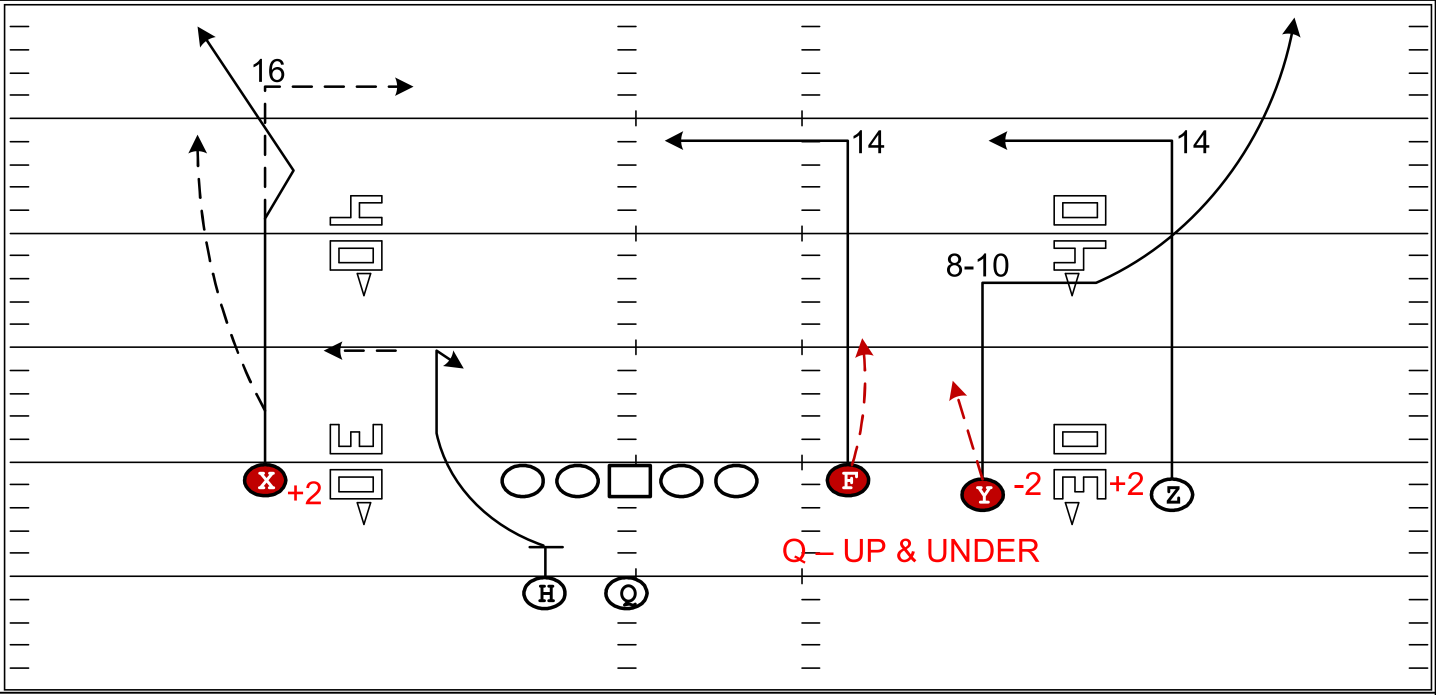
Protection: 66/67 – 'H' CHK WILL TO 4 WK/SAM/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	WIN POST	STACK	OUTSIDE	10-12 YDS	ROT = WIN DOWN MIDDLE	STK HOT
X	IN	+2	VERTICAL	16 YDS	NONE	SA – WILL + DB
Y	SHALLOW	ATTACHED	INSIDE	5 YDS	SIT VS ZONE	POP
F	RAIDER	STACK	INSIDE	10 YDS	ROT = HI ANGLE	STK HOT
H	CHK SNEAK	GUN	N/A	5 YDS	NONE	NONE

QB Action = 7 Step

QB Read
1 Hi = RAIDER – SNEAK – SHALLOW – IN (ALERT 4 SEAM)
2 Hi = RAIDER – SNEAK – SHALLOW – IN (TRIANGLE)

G TROY RT 66 DOG FLINCH



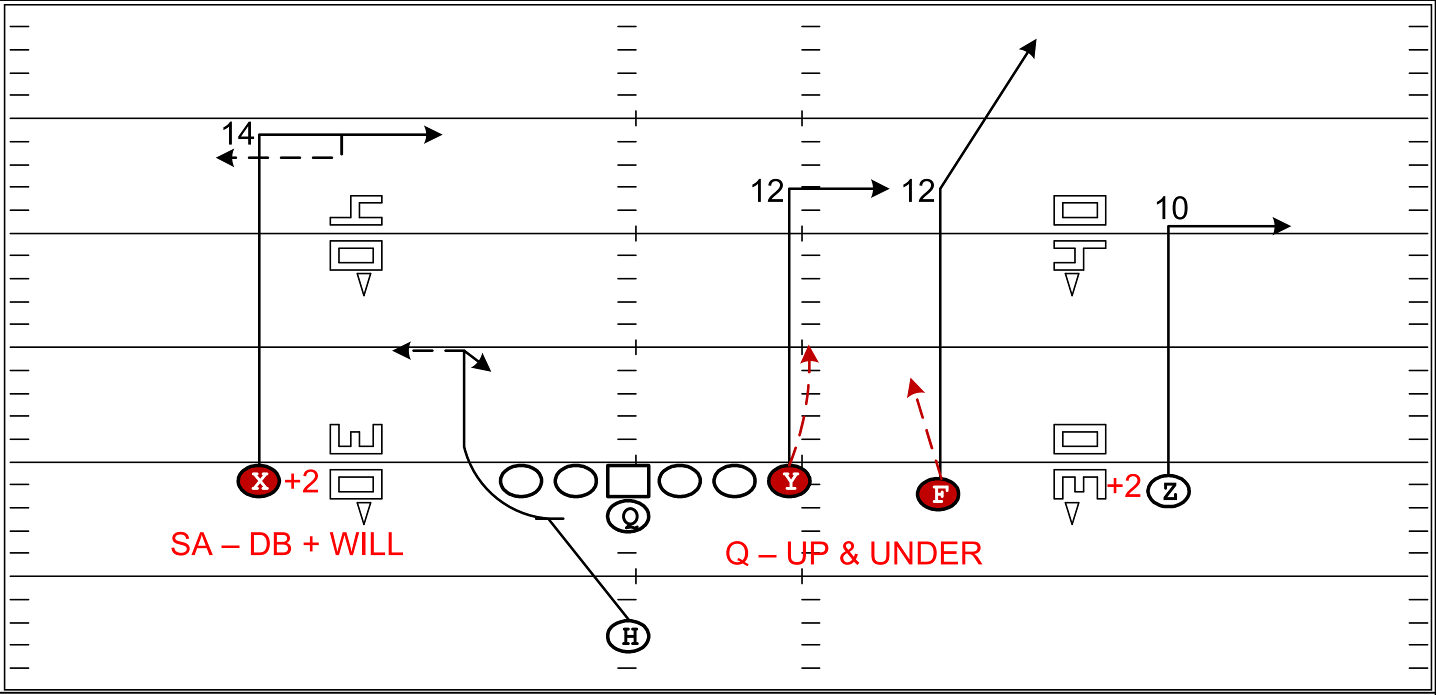
Protection: 66/67 – 'H' CHK WILL TO 4 WK/SAM/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	IN	+2	VERTICAL	14 YDS	NONE	NONE
X	FLINCH	+2	VERTICAL	N/A	VS ROT RUN IN ROUTE @ 16 YDS – OUTSIDE RELEASE RUN FADE	SA
Y	OUT & UP	SLOT	VERTICAL	5 YDS	NONE	UP & UNDER
F	IN	SLOT	VERTICAL	14 YDS	NONE	UP & UNDER
H	CHK FAN	GUN	N/A	5 YDS	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = ALERT FLINCH: IN – OUT & UP
2 Hi = INSIDE IN ROUTE – ONE OF OUTSIDE IN ROUTES (AWAY FROM MIKE)

TRIPS RT 62 FRISCO X DISH



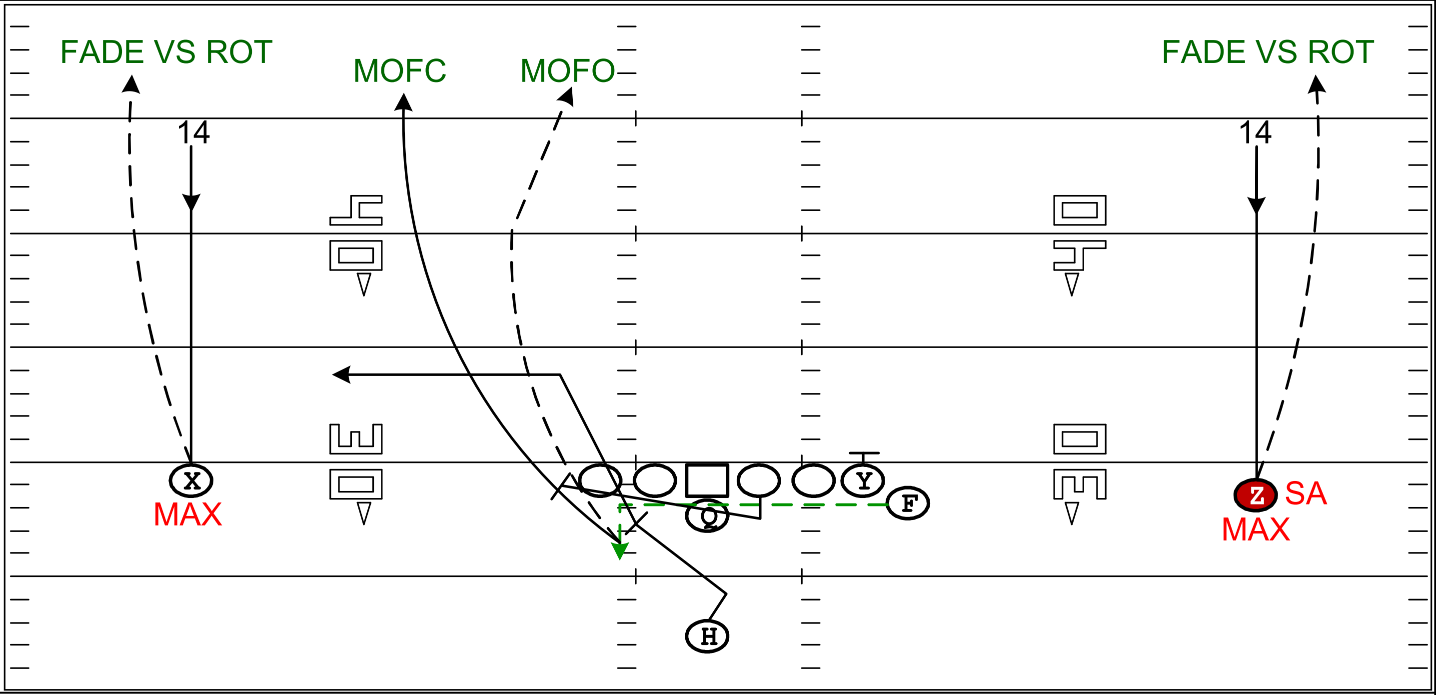
Protection: 62/63 – 'H' CHK WILL TO 4 WK/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	SEMI	+2	VERTICAL	10 YDS	LOCKED	NONE
X	DISH	+2	VERTICAL	N/A	FLASH VS 2 MAN	SA – DB + WILL
Y	OUT	ATTACHED	VERTICAL	12 YDS	NONE	UP & UNDER
F	CORNER	SLOT	VERTICAL	12 YDS	NONE	UP & UNDER
H	CHK FAN	HOME	N/A	5 YDS	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = ACROSS THE BOARD – SEMI – CORNER – OUT – IN – FAN
2 Hi = ALERT CORNER – OUT – IN – FAN

TREY RT F FL T.P. 5 SEAM



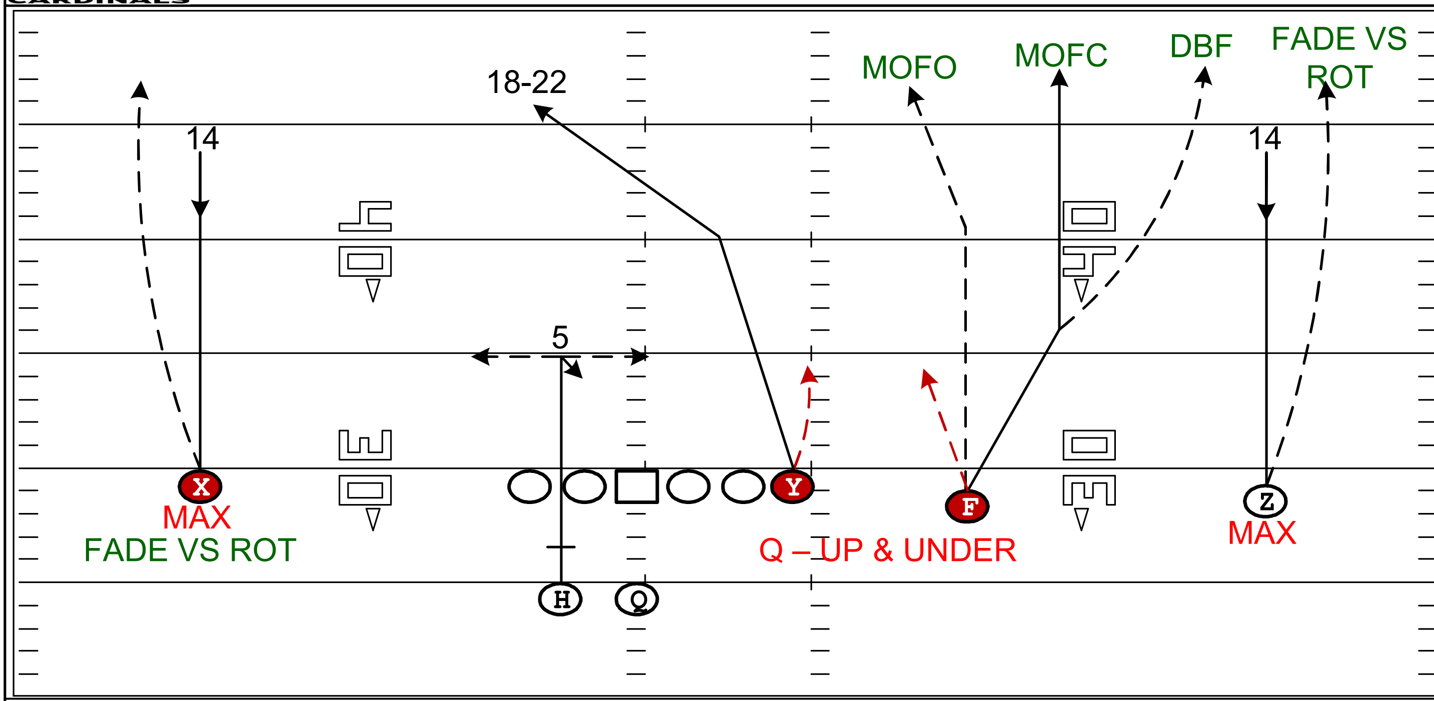
Protection: TP PS 4/5 – BACK FAKE PLAY CALLED – BLOCK TRAP PASS RULES

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	STOP	MAX	VERTICAL	14 YDS	FADE VS ROT	SA
X	STOP	MAX	VERTICAL	14 YDS	FADE VS ROT	NONE
Y	BLOCK	ATTACHED	N/A	N/A	NONE	NONE
F	SEAM READ	WING	OUTSIDE	12 YDS	MOFC = SEAM MOFO = CHUTE MAN = DBF	NONE
H	CHK FLAT	HOME	N/A	5 YDS	NONE	NONE

QB Action = FAKE ACTION – 5 STEPS

QB Read
SEAM READ – STOP – FLAT – ALERT ‘Z’

G TRIPS RT 66 JET



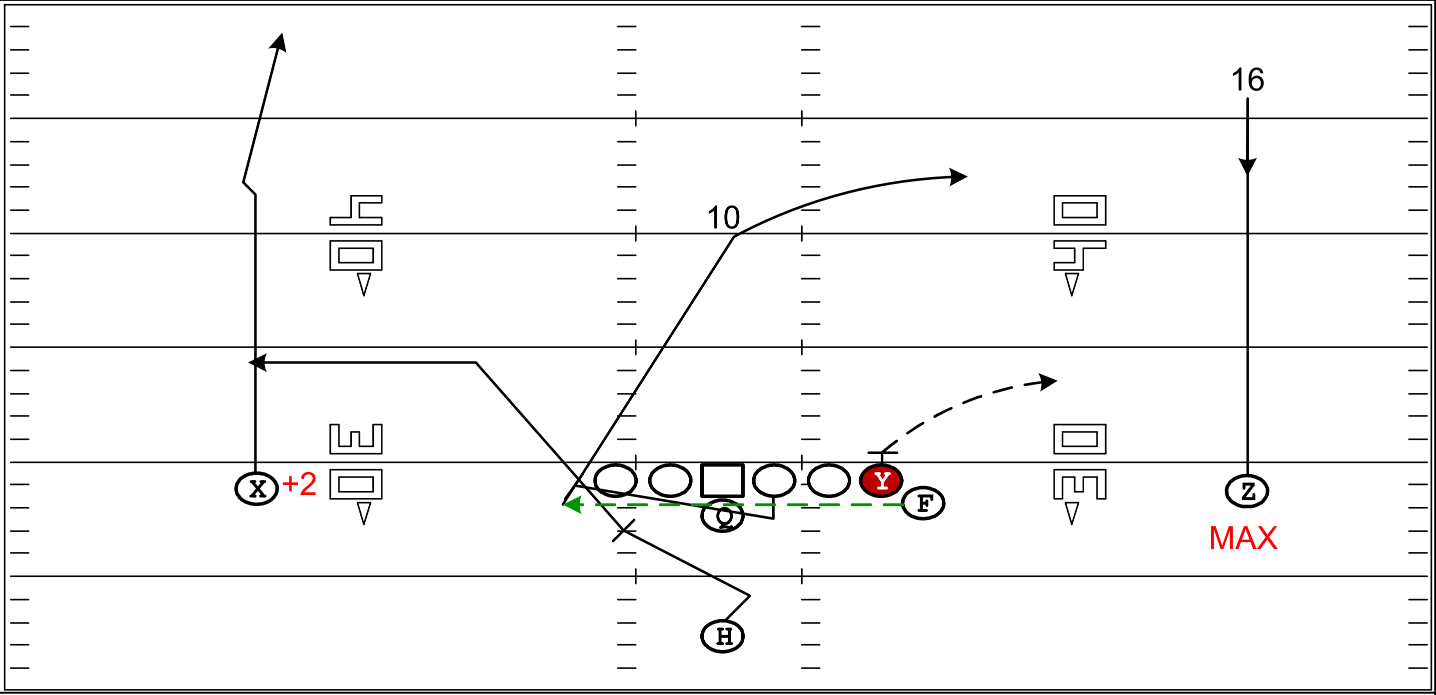
Protection: Protection: 66/67 – 'H' CHK WILL TO 4 WK/SAM/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	STOP	MAX	VERTICAL	14 YDS	FADE VS ROT	NONE
X	STOP	MAX	VERTICAL	14 YDS	FADE VS ROT	SA
Y	CROSS	ATTACHED	INSIDE	18-22 YDS	NONE	UP & UNDER
F	SEAM READ	SLOT	VARIES	12 YDS	MOFC = SEAM MOFO = CHUTE MAN = DBF	UP & UNDER
H	CHK WIN	HOME	N/A	5 YDS	SIT VS ZONE RUN VS MAN	NONE

QB Action = 5 Step

QB Read
1 Hi = WK STOP – CROSS – SEAM – STOP - WIN
2 Hi = CROSS / WIN – SEAM (ALERT TURKEY HOLES)

TREY RT F FL T.P. 5 ROLL RT



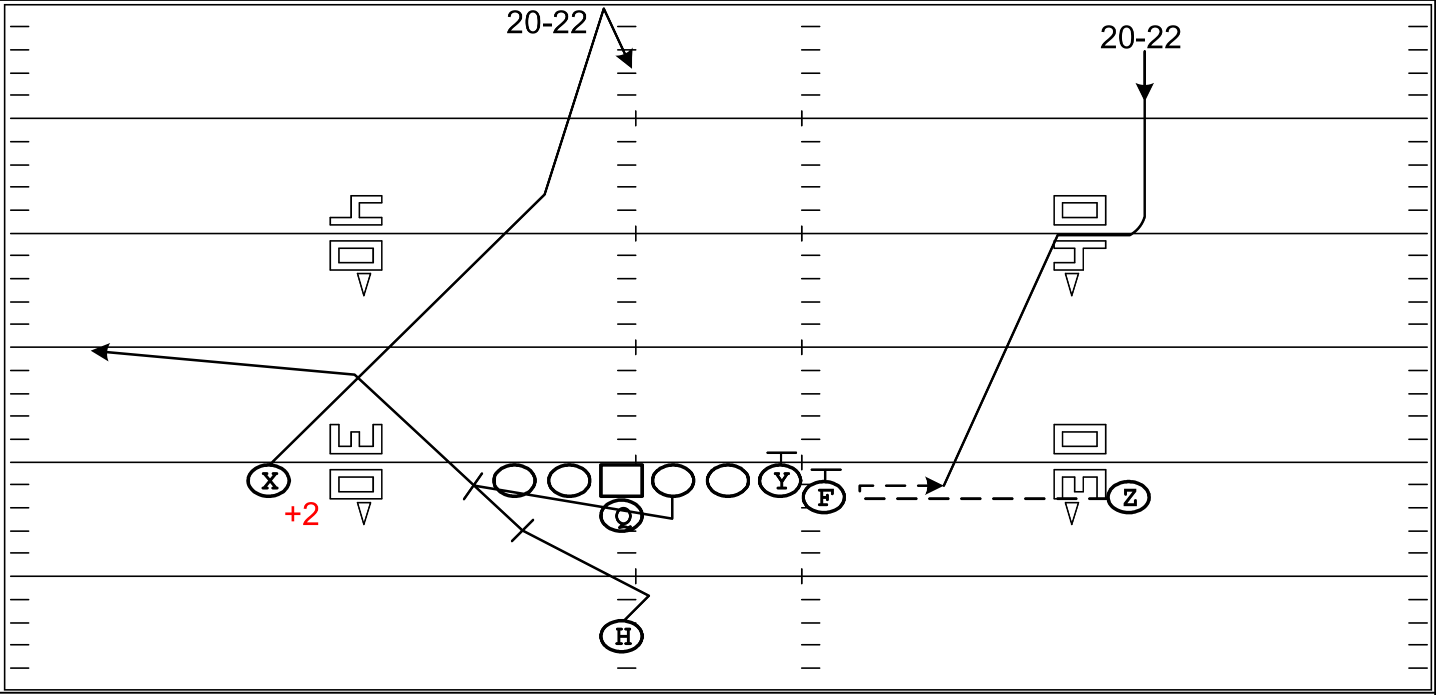
Protection: TP PS 4/5 – BACK FAKE PLAY CALLED – BLOCK TRAP PASS RULES

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	STOP	MAX	PROTECTION	16 YDS	CUT SPLIT = 18 YDS BENCH ROUTE	NONE
X	WIN POST	#'S	VERTICAL	N/A	NONE	NONE
Y	BLOCK (LATE)	ATTACHED	N/A	N/A	NONE	Q - LATE
F	OVER	ATTACHED	INSIDE	10 YDS	NONE	NONE
H	CHK FLAT	HOME	NONE	5 YDS	NONE	NONE

QB Action = TRAP PASS – QB LAUNCH POINT IS BEHIND THE CENTER FOR THE OVER – THEN BREAK CONTAIN.

QB Read
1 Hi = OVER – FLAT – COMEBACK
2 Hi = OVER – FLAT – COMEBACK

TREY RT Z PL PTP 5 Z SQUIRREL X DP HOOK



Protection: PTP 4/5 – 'H' CHK WILL TO 4 WK

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	SQUIRREL	#'S	OUTSIDE	20-22 YDS	NONE	NONE
X	DEEP HOOK	#'S	INSIDE	20-22 YDS	ON HASH	NONE
Y	PROTECTION	ATTACHED	N/A	N/A	NONE	NONE
F	PROTECTION	WING	N/A	N/A	NONE	NONE
H	CHK FLAT	HOME	NONE	5 YDS	NONE	NONE

QB Action = 7 Step

QB Read
1 Hi = SQUIRREL – DEEP HOOK
2 Hi = SQUIRREL – DEEP HOOK

APRIL 21ST – INSTALL DAY #3 (2016)

SPECIFIC CATEGORY

3rd DOWN / 2 PLAY "ALERT" PASSES

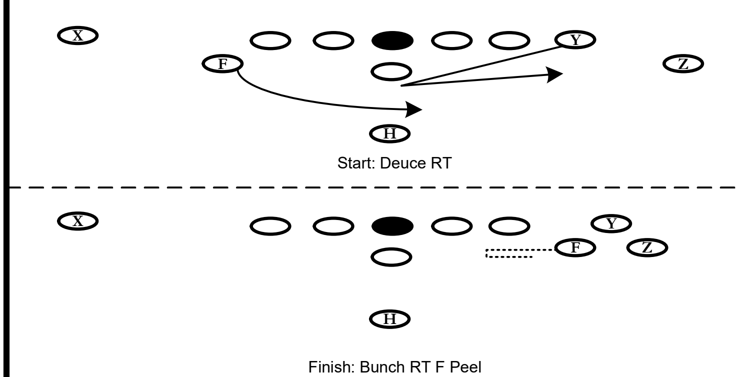
FORMATIONS

- **2x2 – "D & F"**

SHIFTS

BOOST

Boost starts in Deuce and "boost" to final formation.

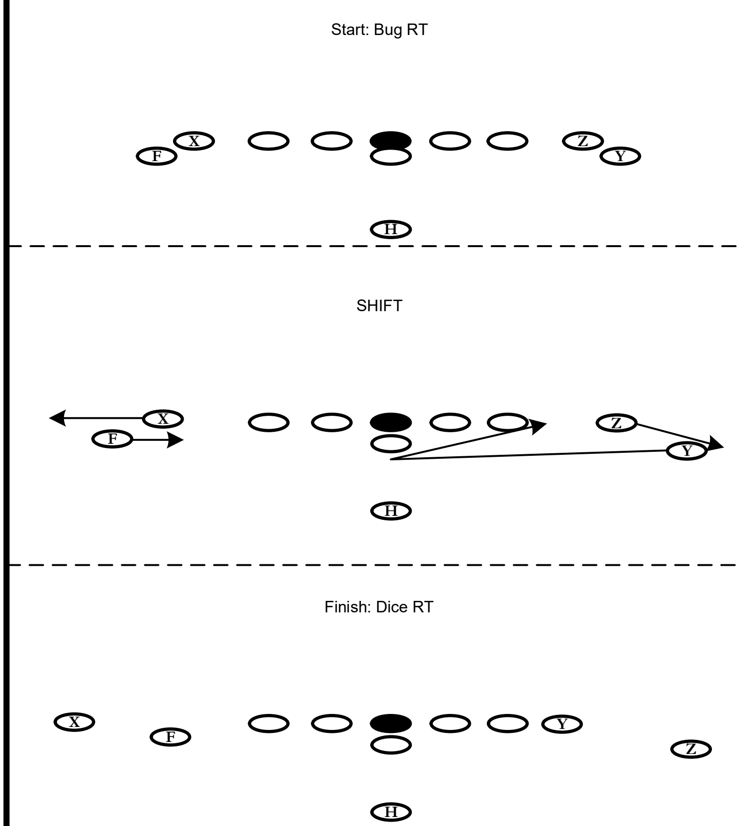


BUG

Start in a tight stack alignment on both sides. Z/X will be on the ball and Y/F will be off the ball in a stack alignment. Z/Y will always be on the call side and X/F will always be away from the call side.

BUG CAN BE A FORMATION AND A SHIFT

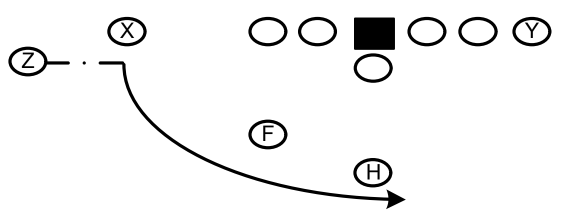
EX: BUG DICE RT



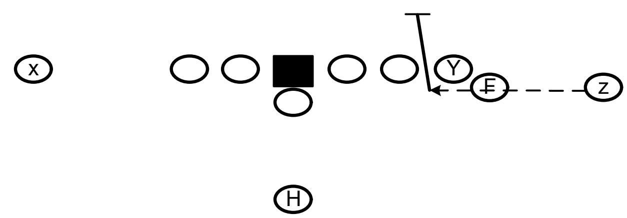
MOTIONS

ZIP	-	Z IN TOWARDS BALL FAKING REVERSE.
FIP	-	F IN TOWARDS BALL FAKING REVERSE.
FIND	-	MO, FLY, PEEL FOR FORCE SAFETY.
WRAP	-	CUT OFF BACKSIDE ON SNAP

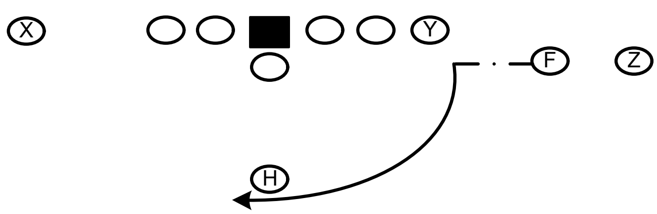
WK RT SPLIT ZIP



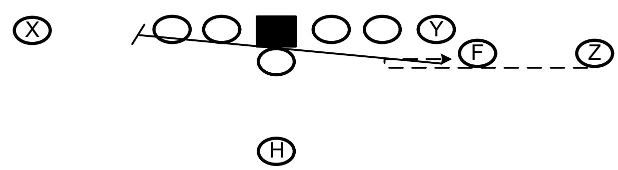
TREY RT Z FIND



TRIPS RT FIP



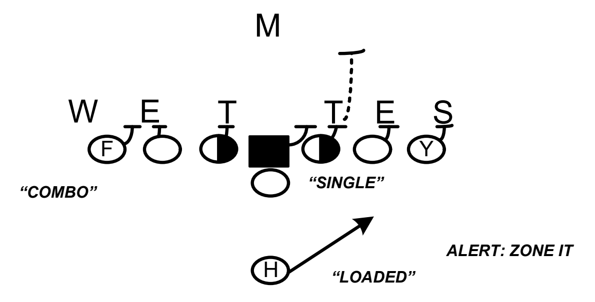
TREY RT Z-PEEL 26 ZONE Z-WRAP



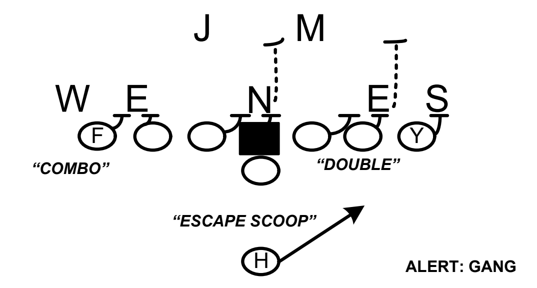
RUNS

26/27 SLASH (26)

43

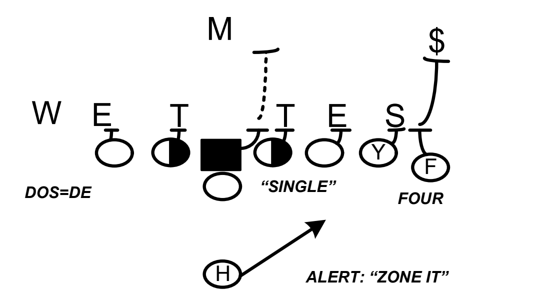


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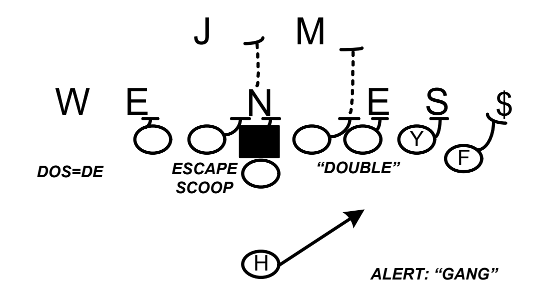


26/27 ZONE (26)

43

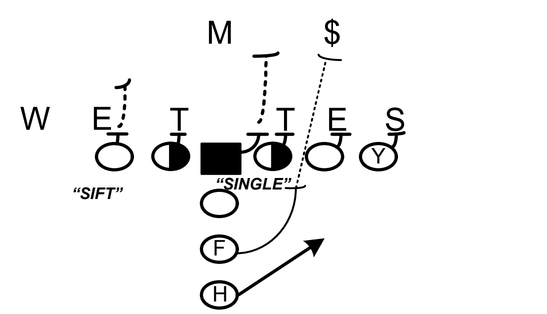


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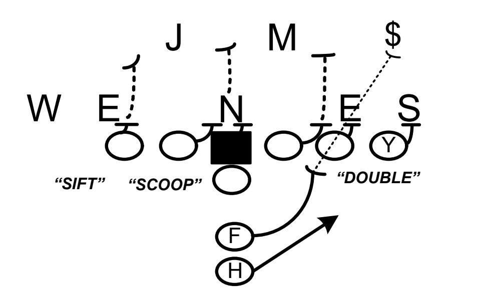


26/27 SAFETY (26)

43

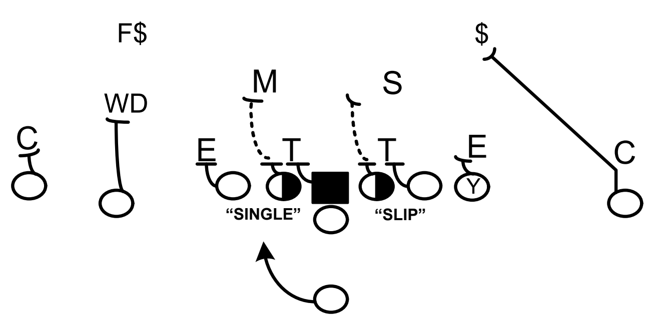


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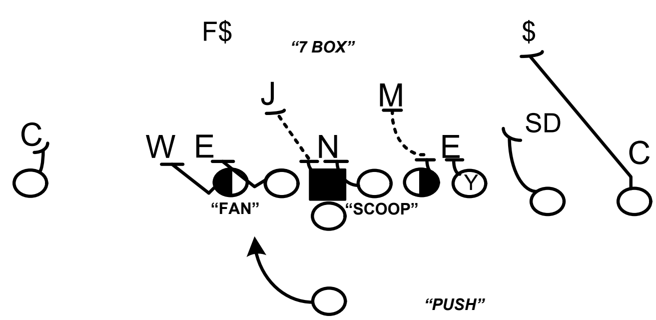


25/24 BLUNT (25)

NI 42



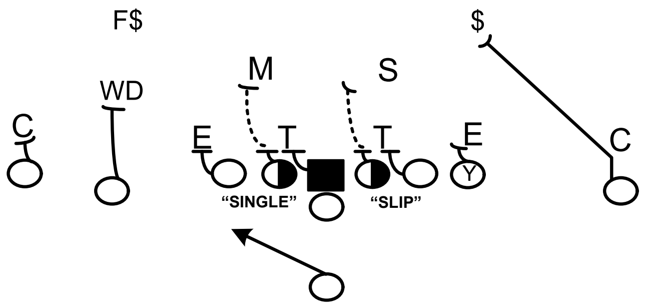
NI 33



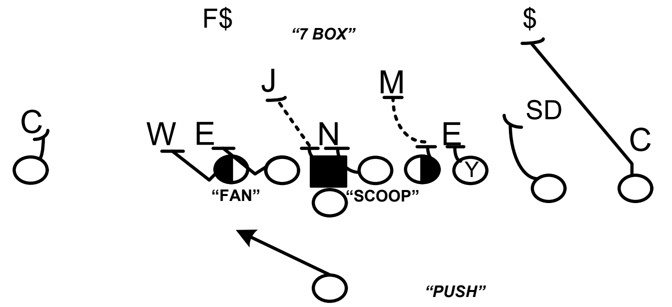
RUNS

29/28 BLUNT (29)

NI 42

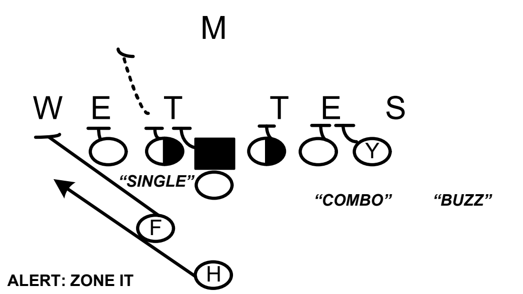


NI 33

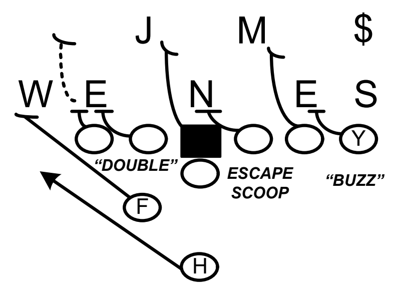


27/26 STRETCH (27)

43

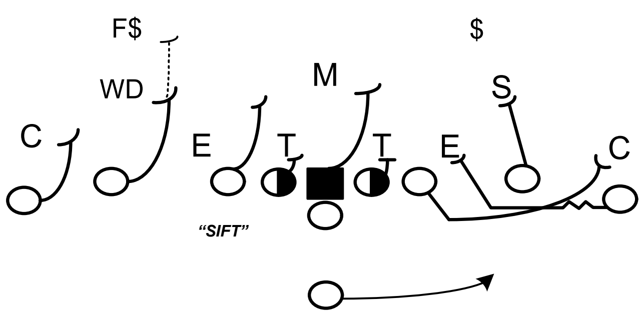


34

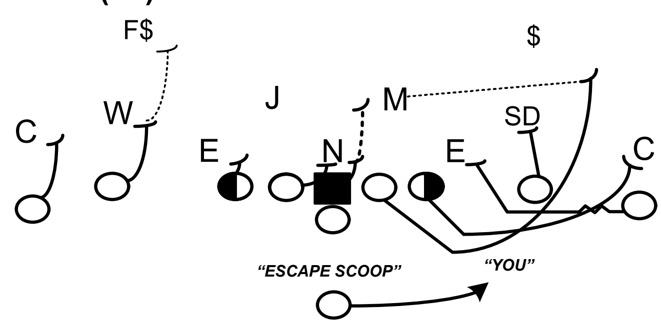


T 38/39 TAXI (T38)

NI 41

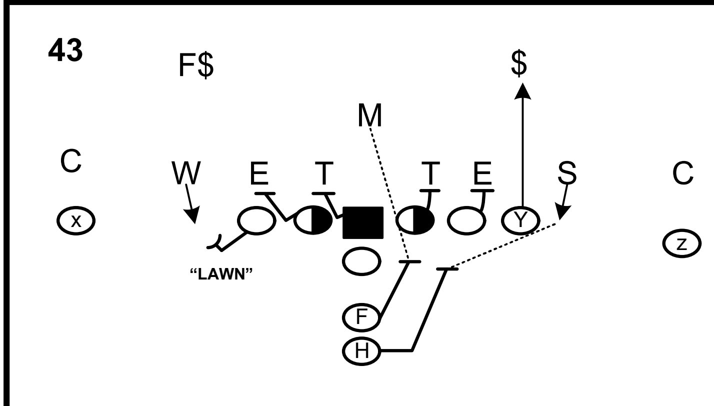


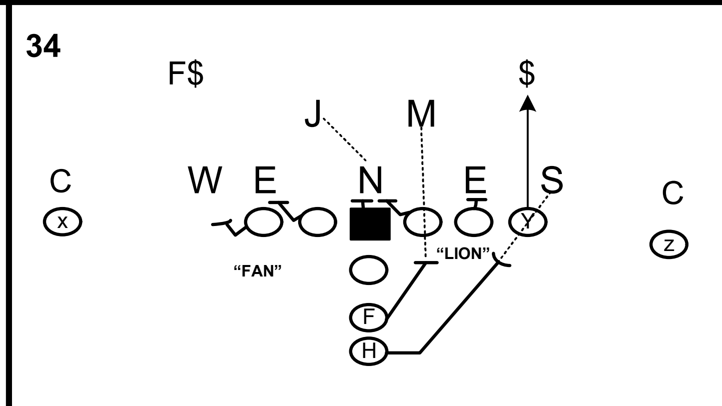
NI 33(32)



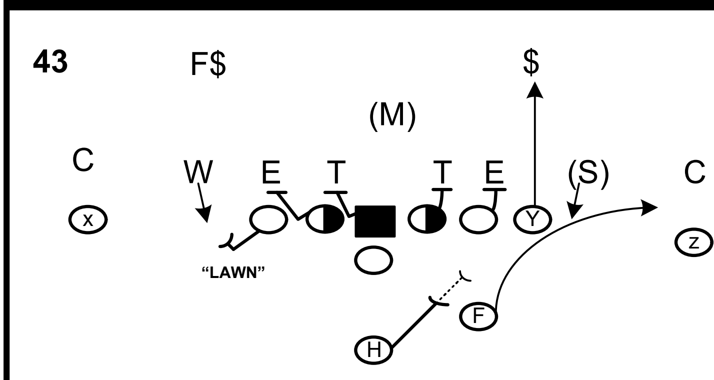
PASS PROTECTIONS

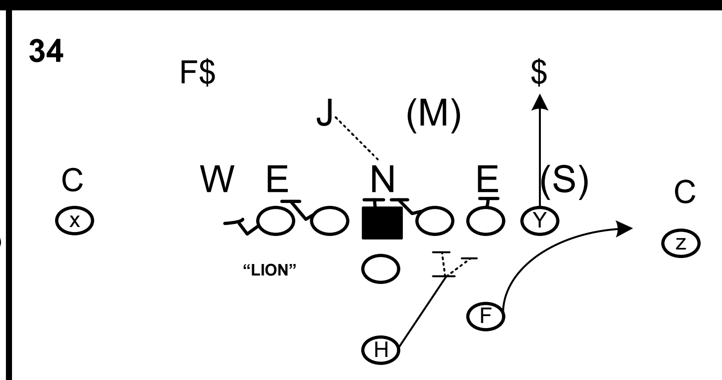
72 / 73 (72)



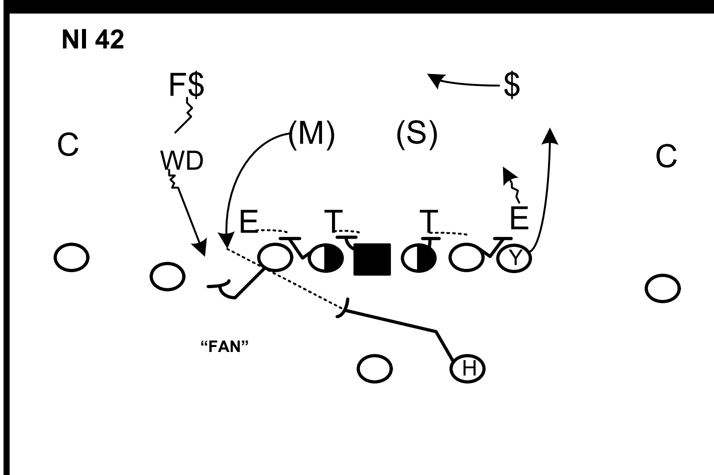


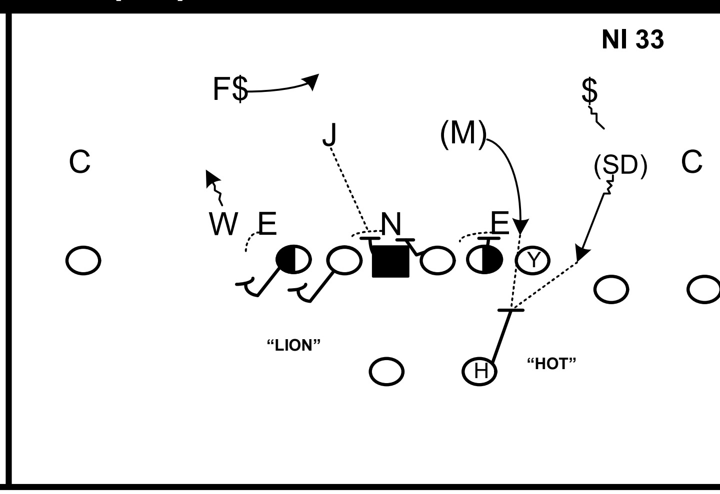
74 / 75 (74)





74 / 75 SUB (74)

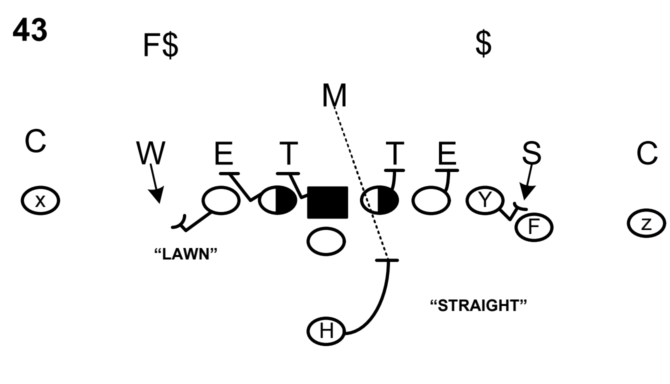


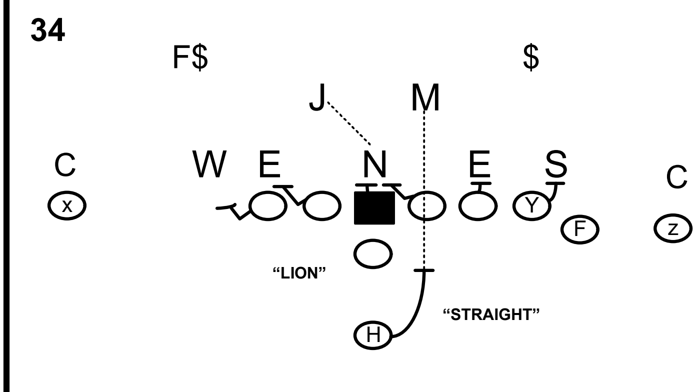


76 / 77 PRO – SAME AS 74 / 75 BUT THE BACK IS OFF SET WEAK

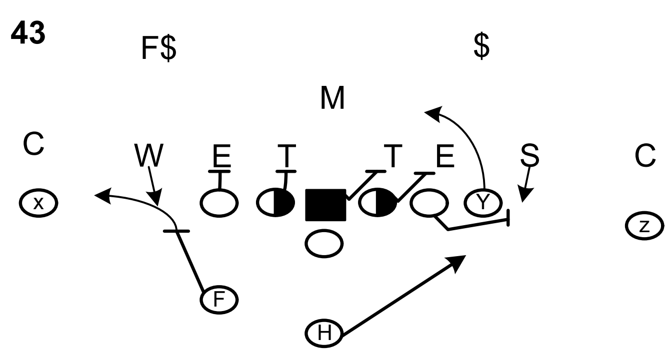
PASS PROTECTIONS

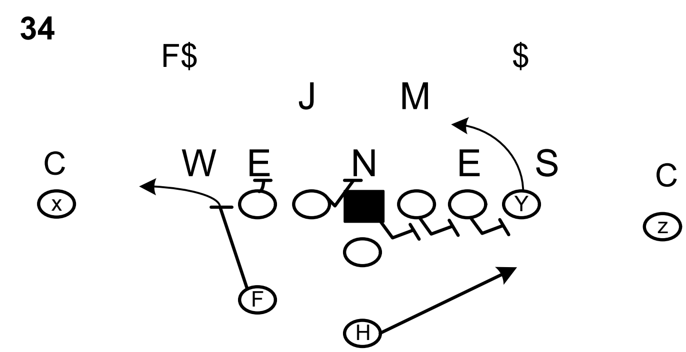
KICK 2 / 3 (KICK 2)





NAKEDS





HOT / SITES – DAY #3

PLAY	Q	SITE
72 / 73	NONE	MOFE COV 0
74 / 75	2/3 – SS / S / M	MOFE COV 0
76 / 77	2/3 – SS / S / M	MOFE COV 0
KICK 2 / 3	NONE	MOFE COV 0
NAKED	BUILT IN	NONE

CARDINALS OFFENSE

ROUTE INSTALL

DAY #3

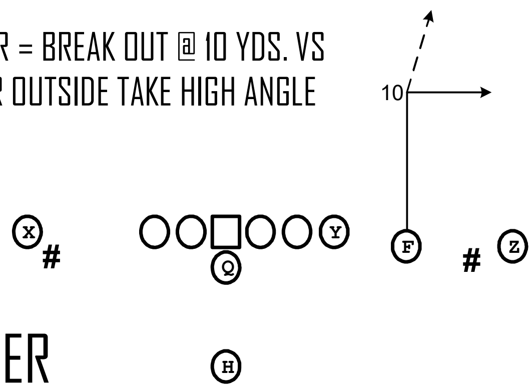
Route Installation

1. COMBO
2. SLANT
3. SLUGGO
4. CHARLIE
5. UNDER
6. PIN
7. DRAG
8. BOWOUT
9. CHIN
10. HUNT
11. SEAM (DBL)
12. LEVEL
13. SNATCH
14. DBL OUT
15. DBL POST
16. READ
17. COWBOY
18. PAIL
19. POACH
20. PINCH
21. POISIN

INDIVIDUAL RECEIVER TAGS

1\.
SLOT SPLIT – VERTICAL RELEASE OFF L.O.S

RAIDER = BREAK OUT @ 10 YDS. VS
COLOR OUTSIDE TAKE HIGH ANGLE

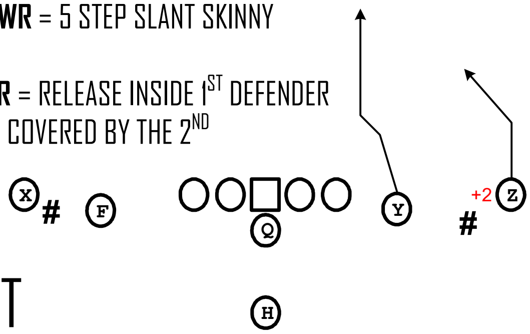


RAIDER

2 MAN CONCEPTS

POP = SLOT SPLIT
SLANT = +2 SPLIT

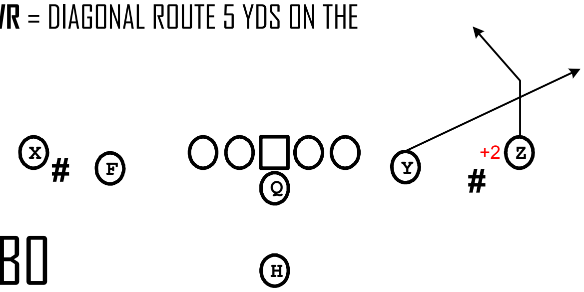
OUTSIDE WR = 5 STEP SLANT SKINNY ANGLE
INSIDE WR = RELEASE INSIDE 1ST DEFENDER NOT TO BE COVERED BY THE 2ND



SLANT

DIAGONAL = SLOT SPLIT
SLANT = +2 SPLIT

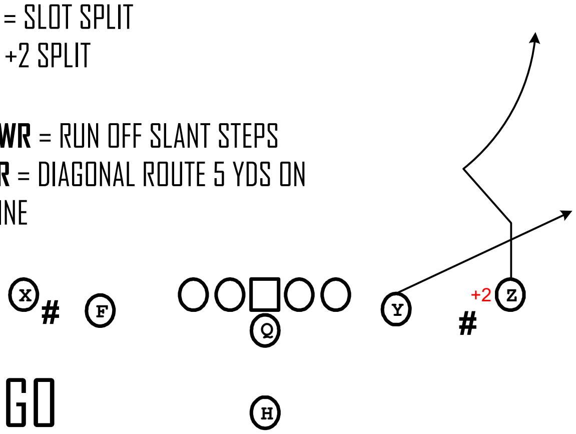
OUTSIDE WR = 5 STEP SLANT SKINNY ANGLE
INSIDE WR = DIAGONAL ROUTE 5 YDS ON THE SIDELINE



COMBO

DIAGONAL = SLOT SPLIT
SLUGGO = +2 SPLIT

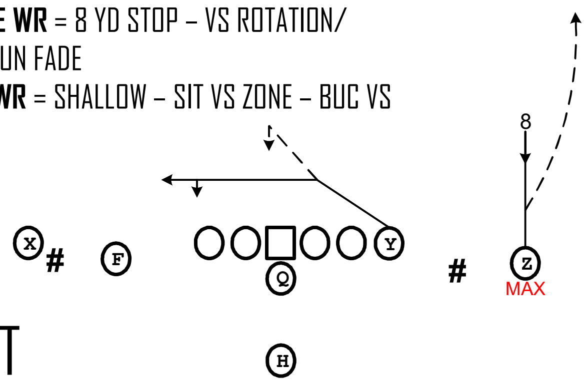
OUTSIDE WR = RUN OFF SLANT STEPS
INSIDE WR = DIAGONAL ROUTE 5 YDS ON THE SIDELINE



SLUGGO

HUNT = MAX SPLIT

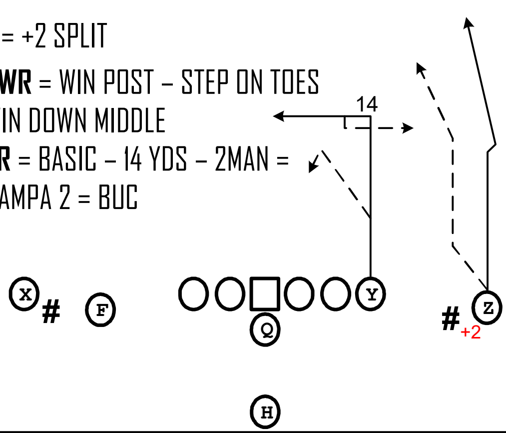
OUTSIDE WR = 8 YD STOP – VS ROTATION/ PRESS RUN FADE
INSIDE WR = SHALLOW – SIT VS ZONE – BUC VS TAMPA 2



HUNT

WIN POST = +2 SPLIT

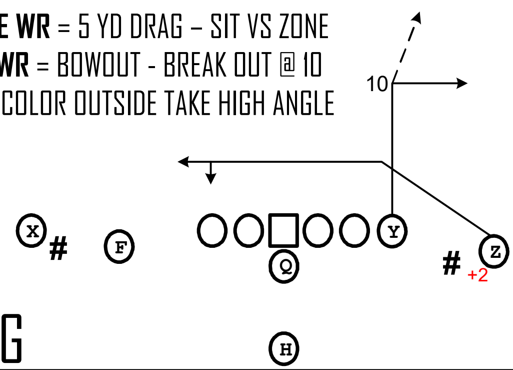
OUTSIDE WR = WIN POST – STEP ON TOES – COV 2 WIN DOWN MIDDLE
INSIDE WR = BASIC – 14 YDS – 2MAN = FLASH – TAMPA 2 = BUC



PIN

DRAG = +2 SPLIT

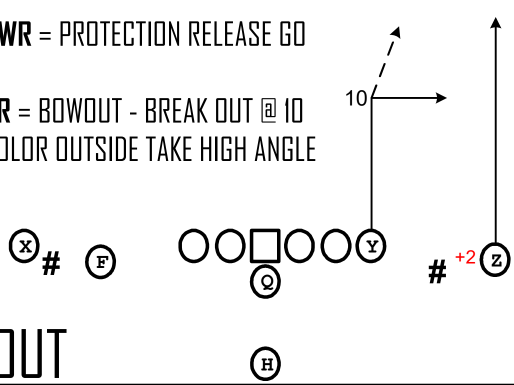
OUTSIDE WR = 5 YD DRAG – SIT VS ZONE
INSIDE WR = BOWOUT - BREAK OUT @ 10 YDS. VS COLOR OUTSIDE TAKE HIGH ANGLE



DRAG

GO = +2 SPLIT

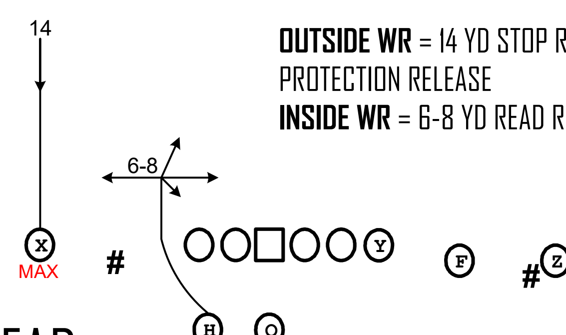
OUTSIDE WR = PROTECTION RELEASE GO ROUTE
INSIDE WR = BOWOUT - BREAK OUT @ 10 YDS. VS COLOR OUTSIDE TAKE HIGH ANGLE



BOWOUT

STOP = MAX SPLIT

OUTSIDE WR = 14 YD STOP ROUTE – PROTECTION RELEASE
INSIDE WR = 6-8 YD READ ROUTE

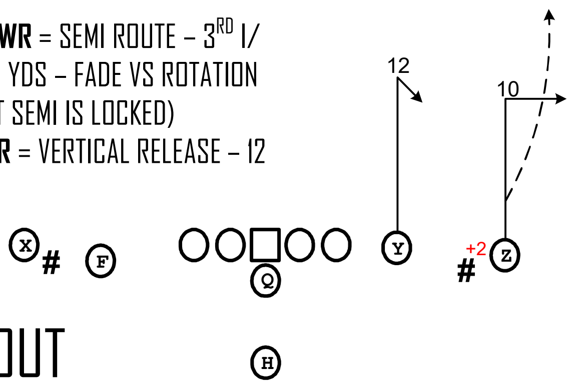


READ

2 MAN CONCEPTS

OUT = SLOT SPLIT
SEMI = #'S SPLIT

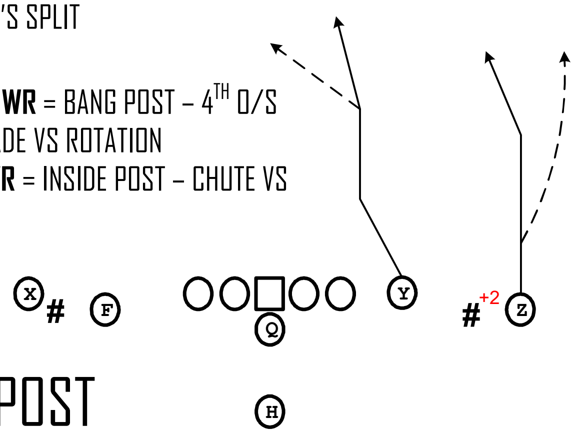
OUTSIDE WR = SEMI ROUTE – 3RD I/S STEP/10 YDS – FADE VS ROTATION (STK SPLIT SEMI IS LOCKED)
INSIDE WR = VERTICAL RELEASE – 12 YD OUT



DBL OUT

I/S POST = SLOT SPLIT
BANG = #'S SPLIT

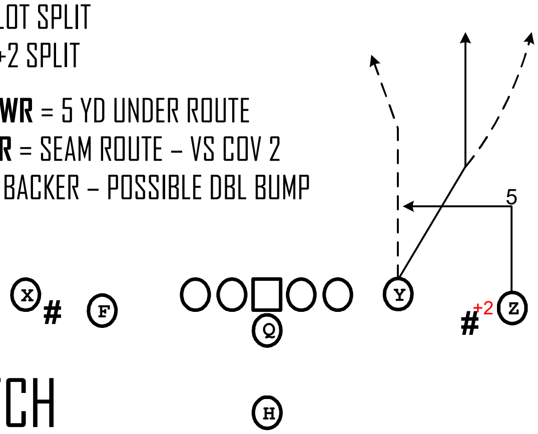
OUTSIDE WR = BANG POST – 4TH O/S STEP – FADE VS ROTATION
INSIDE WR = INSIDE POST – CHUTE VS MOFO



DBL POST

BANG = SLOT SPLIT
UNDER = +2 SPLIT

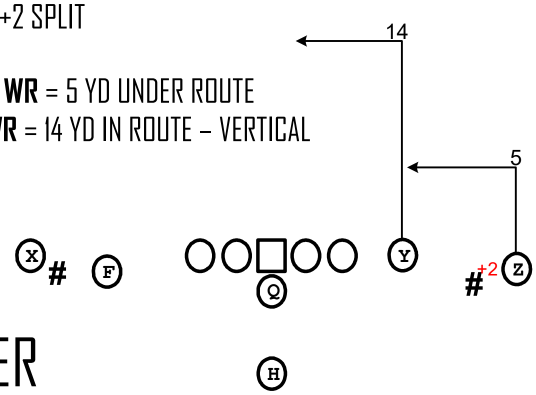
OUTSIDE WR = 5 YD UNDER ROUTE
INSIDE WR = SEAM ROUTE – VS COV 2 BANG OFF BACKER – POSSIBLE DBL BUMP FADE



SNATCH

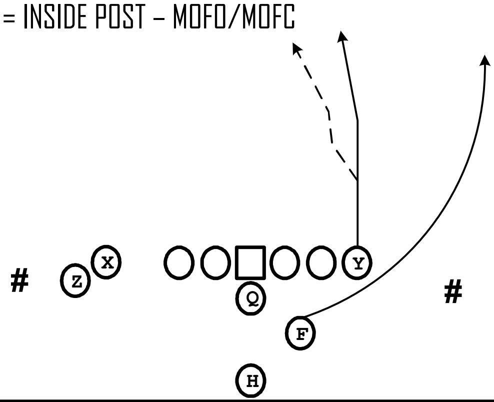
IN = SLOT SPLIT
UNDER = +2 SPLIT

OUTSIDE WR = 5 YD UNDER ROUTE
INSIDE WR = 14 YD IN ROUTE – VERTICAL RELEASE



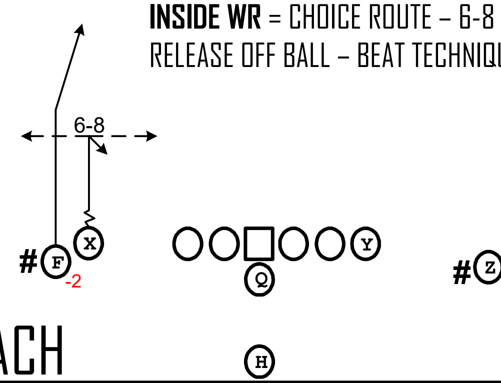
UNDER

OUTSIDE WR = RAIL ROUTE – GET WIDTH
INSIDE WR = INSIDE POST – MOFO/MOFC READ



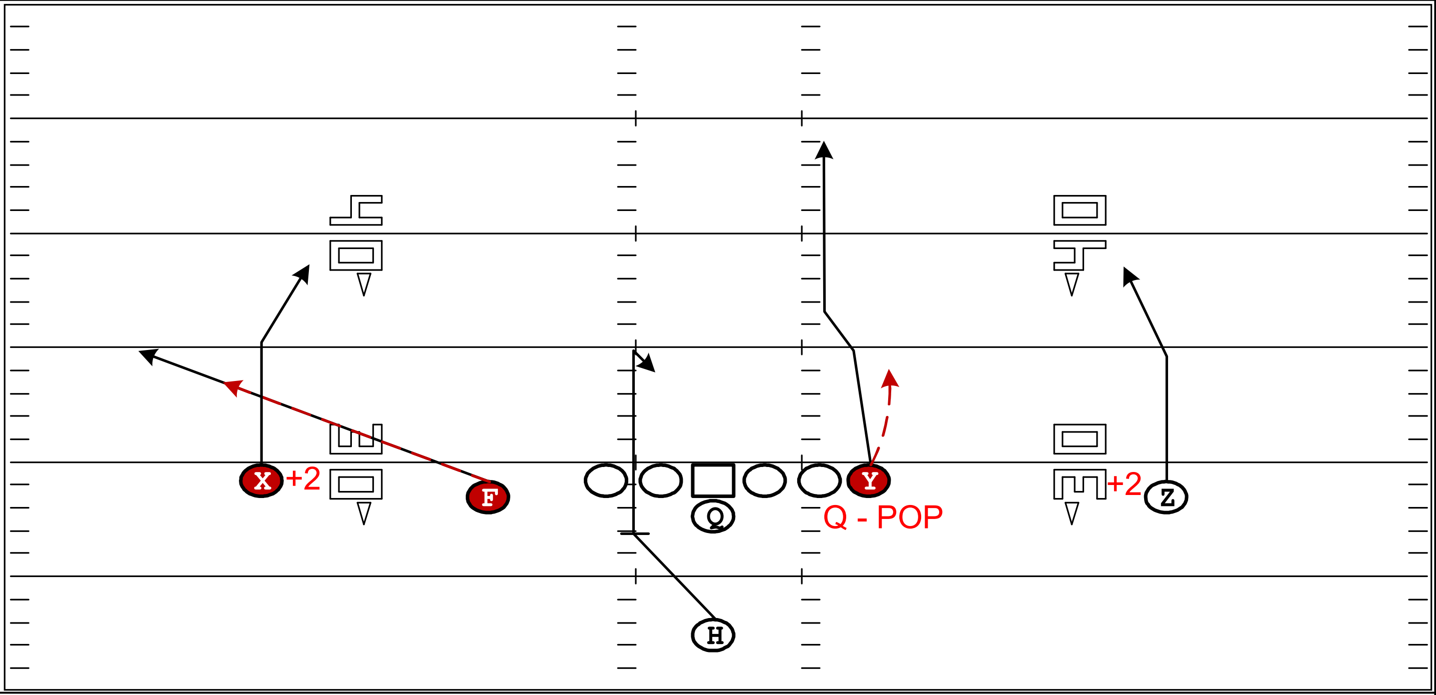
PAIL

OUTSIDE WR = POST – VERTICAL RELEASE VS QTRS SPLIT CORNER/SAFETY
INSIDE WR = CHOICE ROUTE – 6-8 YDS – STALL RELEASE OFF BALL – BEAT TECHNIQUE



POACH

DICE RT QK 62 SLANT COMBO (STORM)



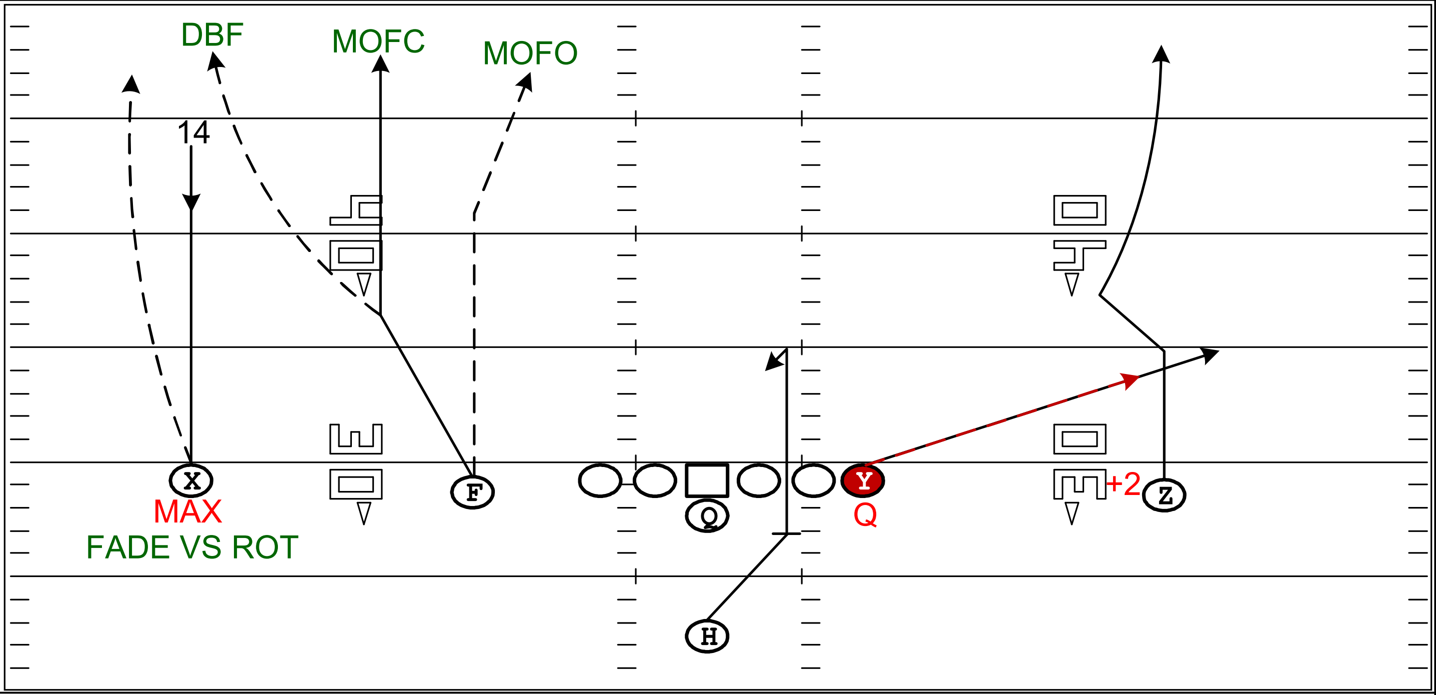
Protection: 62/63 – 'H' CHK WILL TO 4 WK/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	SLANT	+2	VERTICAL	5 STEP	NONE	NONE
X	SLANT	+2	VERTICAL	5 STEP	NONE	NONE
Y	I/S SLANT	ATTACHED	OUTSIDE	5 YDS	NONE	Q – POP
F	'D'	SLOT	INSIDE	5 YDS	NONE	Q – 'D'
H	CHK THRU	HOME	N/A	5 YDS	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = 'D' - SLANT – CHK DOWN
2 Hi = POP – SLANT – CHK DOWN

DICE RT 74 SLUGGO SEAM



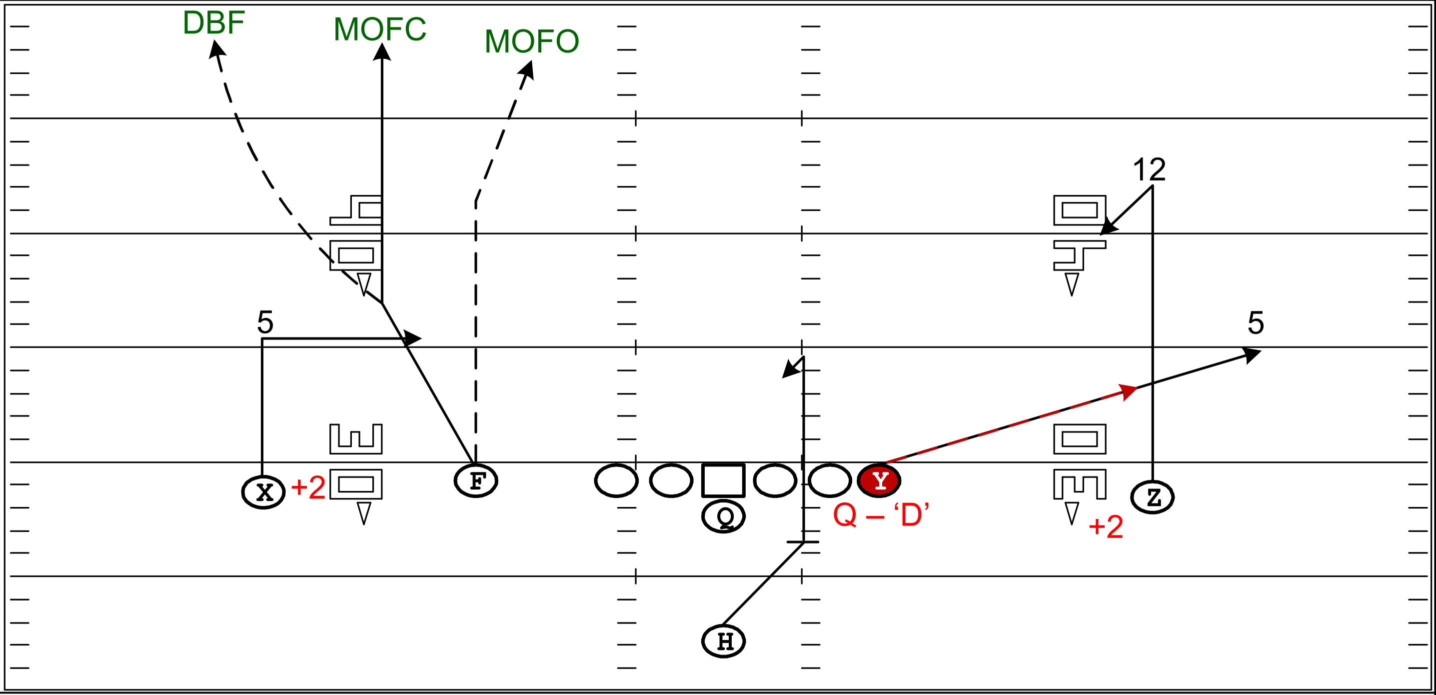
Protection: 74/75 – 'H' CHK MIKE/SAM TO 4 STG/4 WK

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	SLUGGO	+2	VERTICAL	5 YDS	NONE	NONE
X	STOP	MAX	VERTICAL	14 YDS	FADE VS ROT	NONE
Y	'D'	ATTACHED	OUTSIDE	5 YDS	NONE	Q – 'D'
F	SEAM READ	SLOT	VARIES	12 YDS	MOFC = SEAM MOFO = CHUTE MAN = DBF	MOFE COV 0
H	CHK THRU	HOME	N/A	5 YDS	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = 'D' - SLUGGO OR SEAM - STOP
2 Hi = SEAM – CHK THRU

DICE RT 74 CHARLIE SNATCH



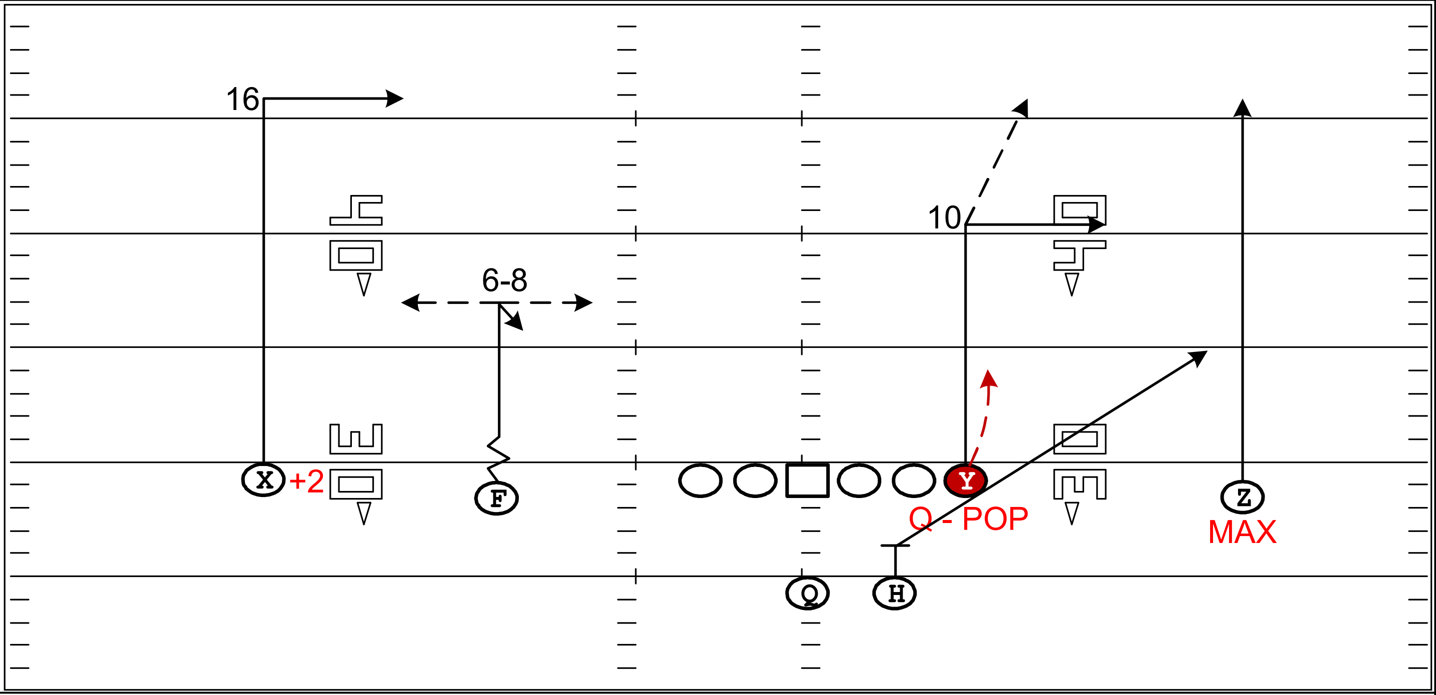
Protection: 74/75 – 'H' CHK MIKE/SAM TO 4 STG/4 WK

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	CURL	+2	VERTICAL	12 YDS	CAN FLASH VS 2 MAN	NONE
X	UNDER	+2	VERTICAL	5 YDS	NONE	DISCO
Y	'D'	ATTACHED	OUTSIDE	5 YDS	NONE	Q – 'D'
F	SEAM READ	SLOT	OUTSIDE	N/A	NONE	DISCO
H	CHK DOWN	HOME	N/A	5 YDS	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = 'D' - CURL – CHK DOWN (ALERT DBL BUMP FADE)
2 Hi = UNDER – SEAM READ

G DICE RT 74 BOWOUT CHIN



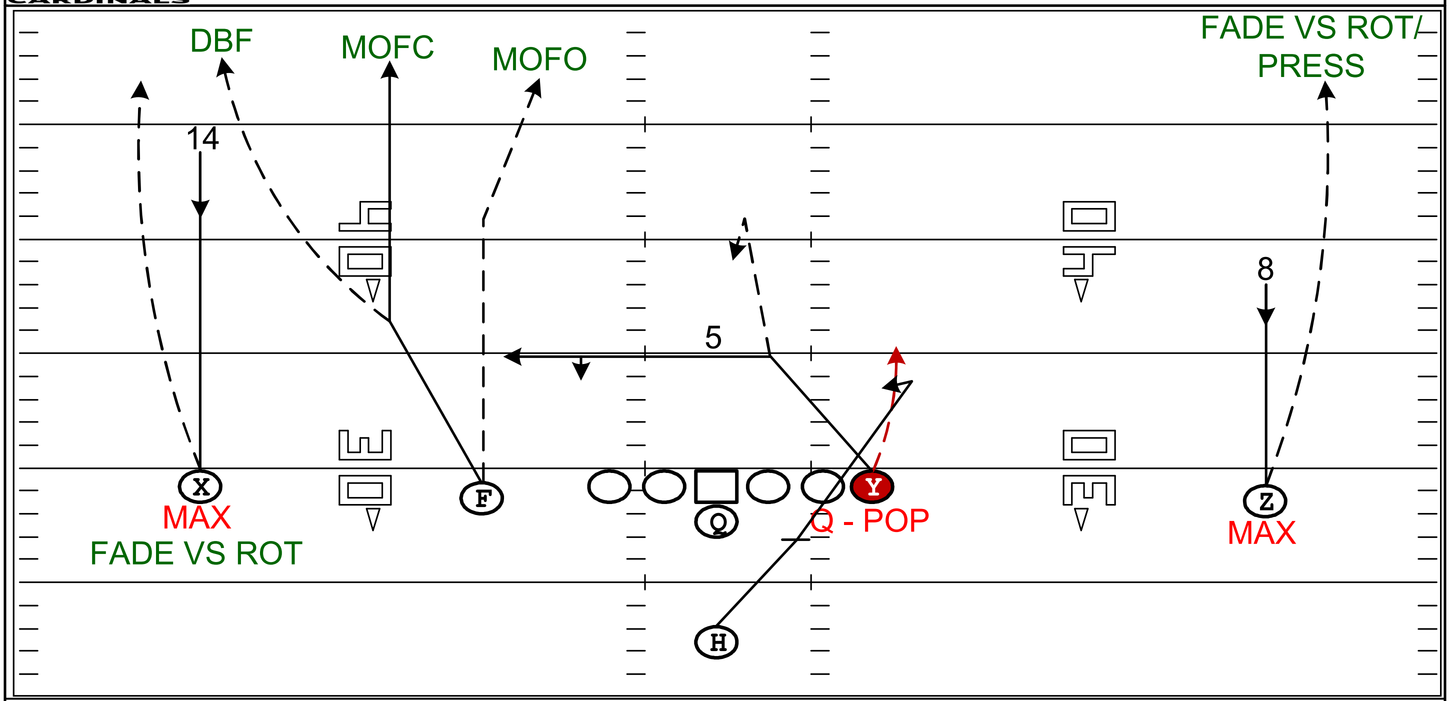
Protection: 74/75 – 'H' CHK MIKE/SAM TO 4 STG/4 WK

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	PROTECTION GO	MAX	PROTECTION	N/A	N/A	NONE
X	IN	+2	VERTICAL	16 YDS	N/A	NONE
Y	BOWOUT	ATTACHED	VERTICAL	10 YDS	TAKE HIGH VS COLOR O/S	Q – POP
F	CHOICE	SLOT	HESITATION	6-8 YDS	SIT VS ZONE RUN VS MAN	SLOT HOT - MOFE
H	CHK 'D'	GUN	N/A	5 YDS	N/A	NONE

QB Action = 5 Step

QB Read
1 Hi = GO, BOWOUT, FLAT, IN
2 Hi = CHOICE, IN OR GO, BOWOUT, FLAT

DICE RT 74 HUNT SEAM



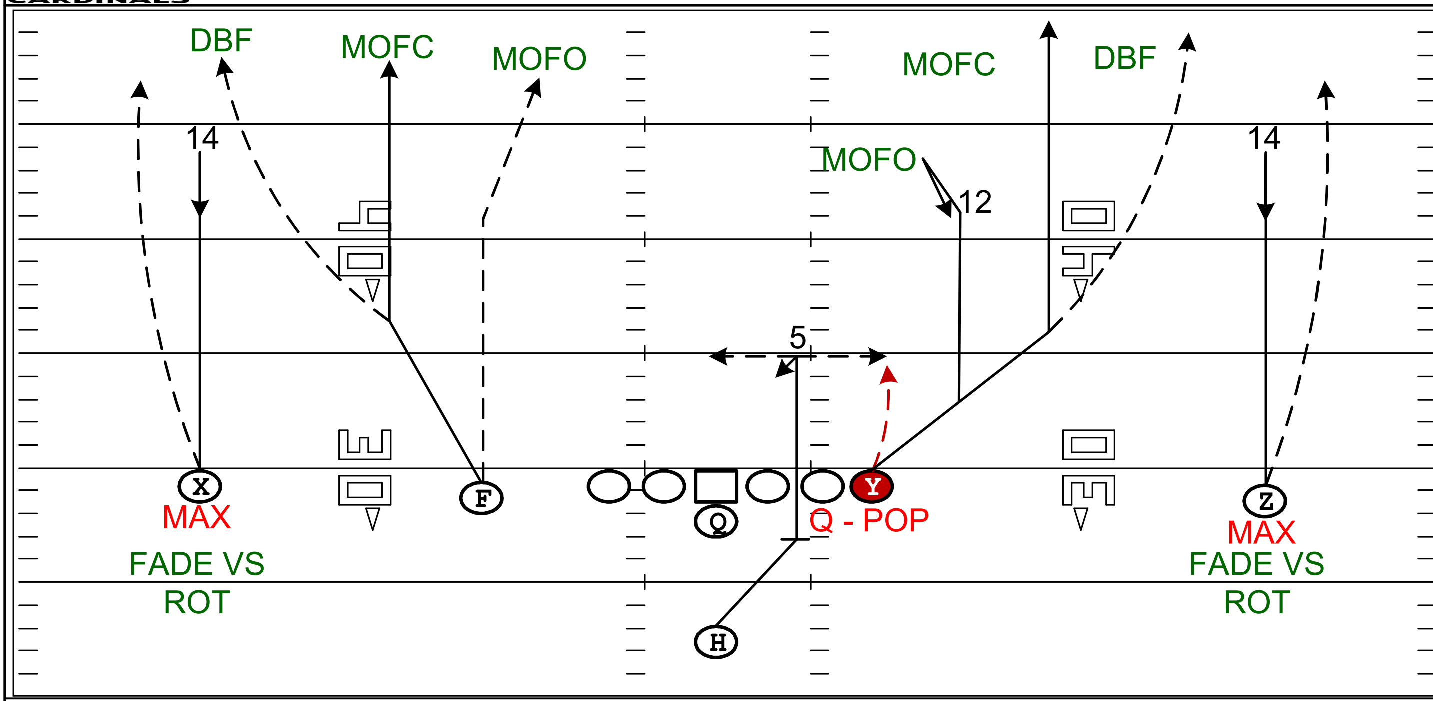
Protection: 74/75 – 'H' CHK MIKE/SAM TO 4 STG/4 WK

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	HUNT	MAX	VERTICAL	8 YDS	FADE VS ROT/ PRESS	NONE
X	STOP	MAX	VERTICAL	14 YDS	FADE VS ROT	NONE
Y	SHALLOW	ATTACHED	INSIDE	5 YDS	ZONE = SIT TAMPA 2 = BUC	POP
F	SEAM READ	SLOT	VARIES	12 YDS	MOFC = SEAM MOFO = CHUTE MAN = DBF	NONE
H	CHK DOWN	HOME	N/A	5 YDS	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = ALERT HITCH / SEAM – SHALLOW - STOP
2 Hi = SEAM, SHALLOW, CHK DOWN

DICE RT 74 F DBL SEAM



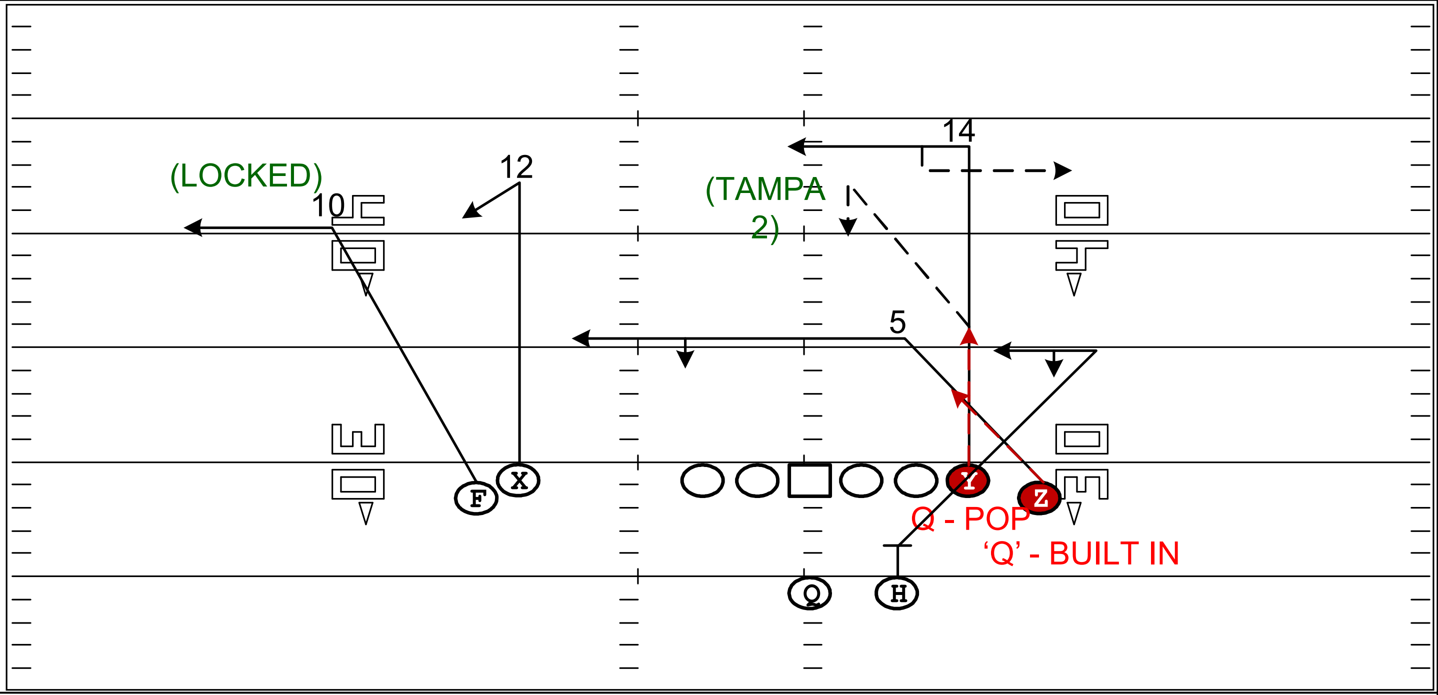
Protection: 74/75 – 'H' CHK MIKE/SAM TO 4 STG/4 WK

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	STOP	MAX	VERTICAL	14 YDS	FADE VS ROT	NONE
X	STOP	MAX	VERTICAL	14 YDS	FADE VS ROT	NONE
Y	SEAM SLIDE	ATTACHED	OUTSIDE	12 YDS	MOFC = SEAM MOFO = SLIDE MAN = DBF	POP
F	SEAM READ	SLOT	VARIES	12 YDS	MOFC = SEAM MOFO = CHUTE MAN = DBF	NONE
H	CHK WIN	HOME	N/A	5 YDS	SIT VS ZONE RUN VS MAN	NONE

QB Action = 5 Step

QB Read
1 Hi = ALERT DBF / SEAM – SAME SIDE STOP - WIN
2 Hi = SEAM – SLIDE – WIN (ALERT TURKEY HOLE)

G DUO RT 74 Z LEVEL DBL OUT



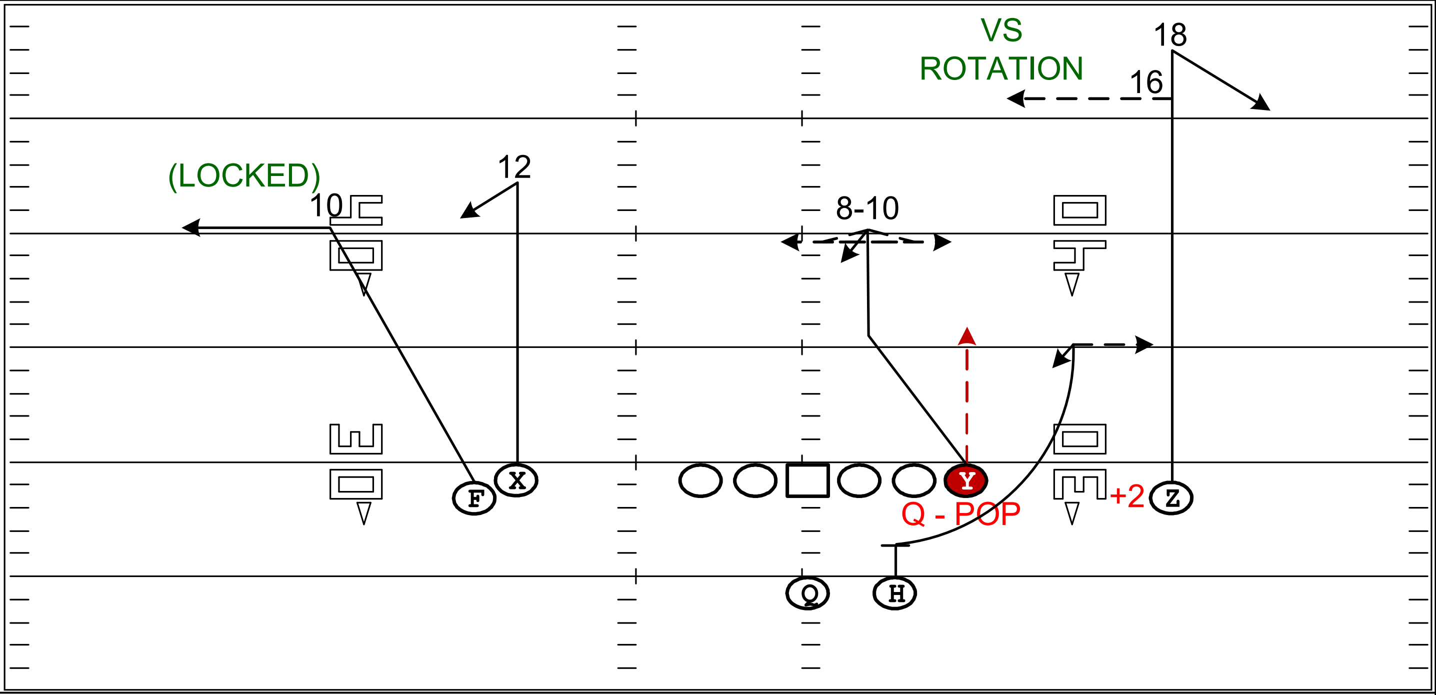
Protection: 74/75 – 'H' CHK MIKE/SAM TO 4 STG/4 WK

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	SHALLOW	REDUCED	INSIDE	5 YDS	N/A	Q – BUILT IN
X	OUT	STACK	VERTICAL	12 YDS	N/A	NONE
Y	BASIC	ATTACHED	VERTICAL/ OUTSIDE	14 YDS	2 MAN – FLASH TAMPA 2 - BUC	Q – POP
F	SEMI	STACK	OUTSIDE	10 YDS	LOCKED	NONE
H	TRAIL	GUN	OUTSIDE	5 YDS	SIT VS ZONE RUN VS MAN	NONE

QB Action = 5 Step

QB Read
1 Hi = SEMI – OUT – SHALLOW – BASIC - TRAIL
2 Hi = OUT – SHALLOW – BASIC – TRAIL

G DBL RT 74 COWBOY DBL OUT



Protection: 74/75 – ‘H’ CHK MIKE/SAM TO 4 STG/4 WK

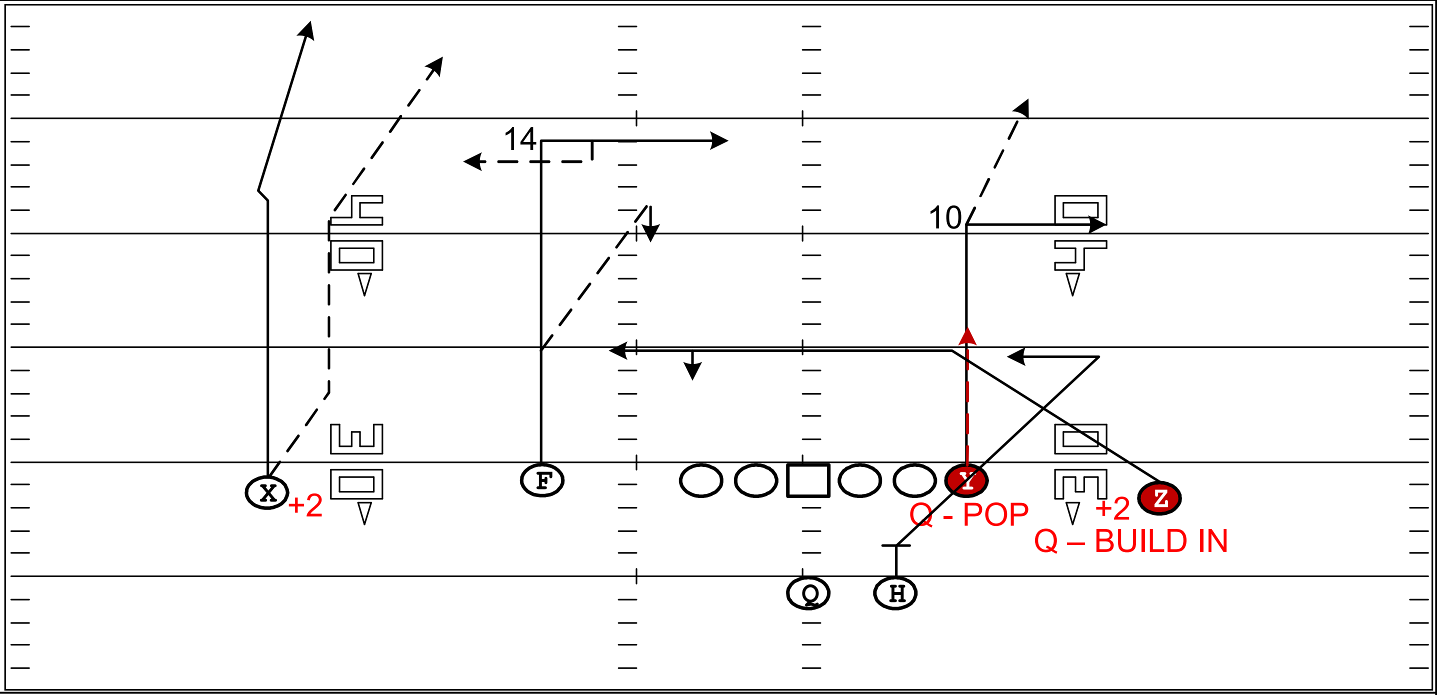
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	CAIN	+2	VERTICAL	VARIES	VS ROTATION RUN IN ROUTE @ 16 YDS	NONE
X	OUT	STACK	VERTICAL	12 YDS	N/A	NONE
Y	BUC	ATTACHED	INSIDE	8-10 YDS	VS MAN = WIN	Q – POP
F	SEMI	STACK	OUTSIDE	10 YDS	LOCKED	NONE
H	CHK FAN	GUN	OUTSIDE	5 YDS	SIT VS ZONE RUN VS MAN	NONE

QB Action = 5 Step

QB Read
1 Hi = SEMI – OUT – IN
2 Hi = BUC – FAN – IN

TAMPA 2 = BUC

G DICE RT 74 Z DRAG PIN



Protection: 74/75 – 'H' CHK MIKE/SAM TO 4 STG/4 WK

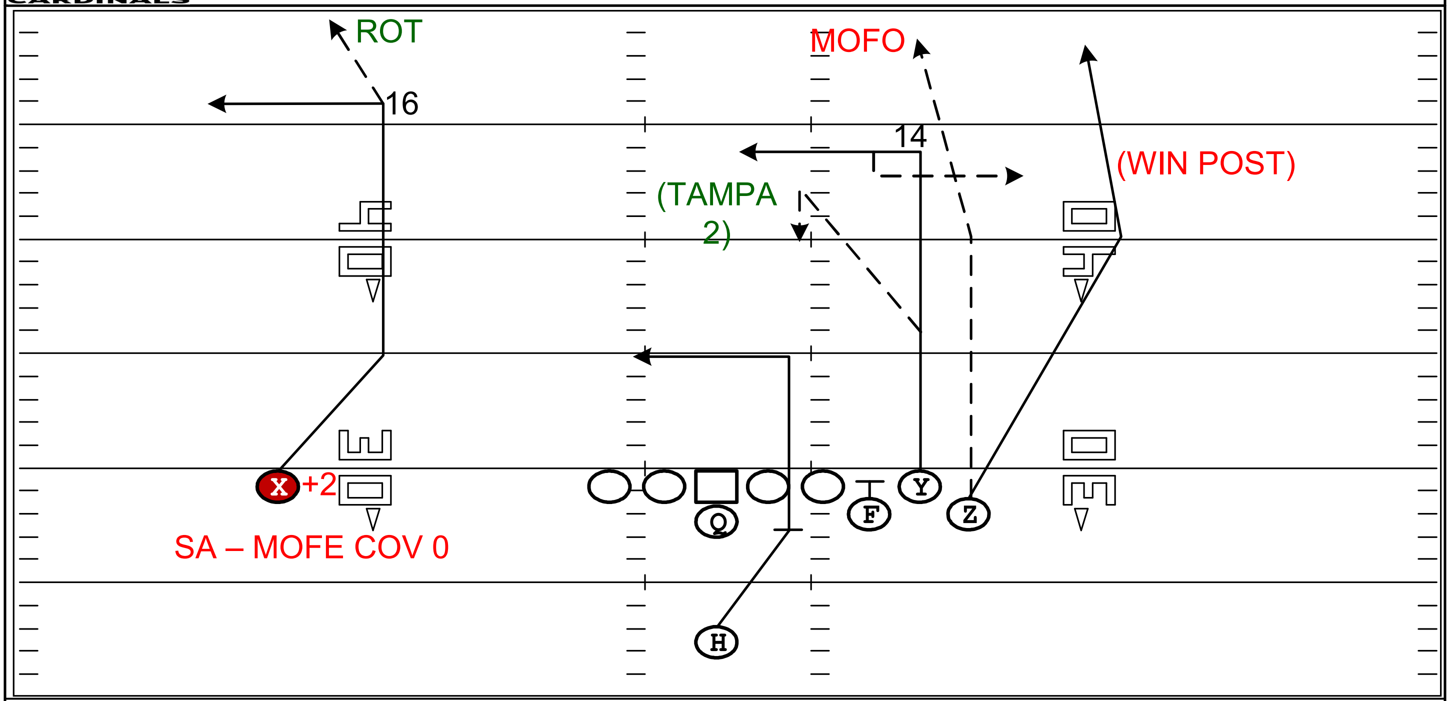
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	DRAG	+2	INSIDE	5 YDS	SIT VS ZONE	Q – BUILT IN
X	WIN POST	+2	VERTICAL	N/A	WIN DOWN MIDDLE VS ROT	NONE
Y	BOWOUT	ATTACHED	VERTICAL	10 YDS	TAKE HIGH VS COLOR O/S	Q – POP
F	BASIC	SLOT	VERTICAL/ INSIDE	14 YDS	FLASH VS 2MAN BUC VS TAMPA 2	NONE
H	TRAIL	GUN	N/A	5 YDS	N/A	NONE

QB Action = 5 Step

QB Read
1 Hi = DRAG, BASIC, POST, TRAIL
2 Hi = DRAG, BASIC, POST, TRAIL

*GOOD QTR'S CONCEPT

BUNCH RT KICK 2 PINCH



Protection: KICK 2/3 – 'H' CHK MIKE TO 4 STG/4 WK

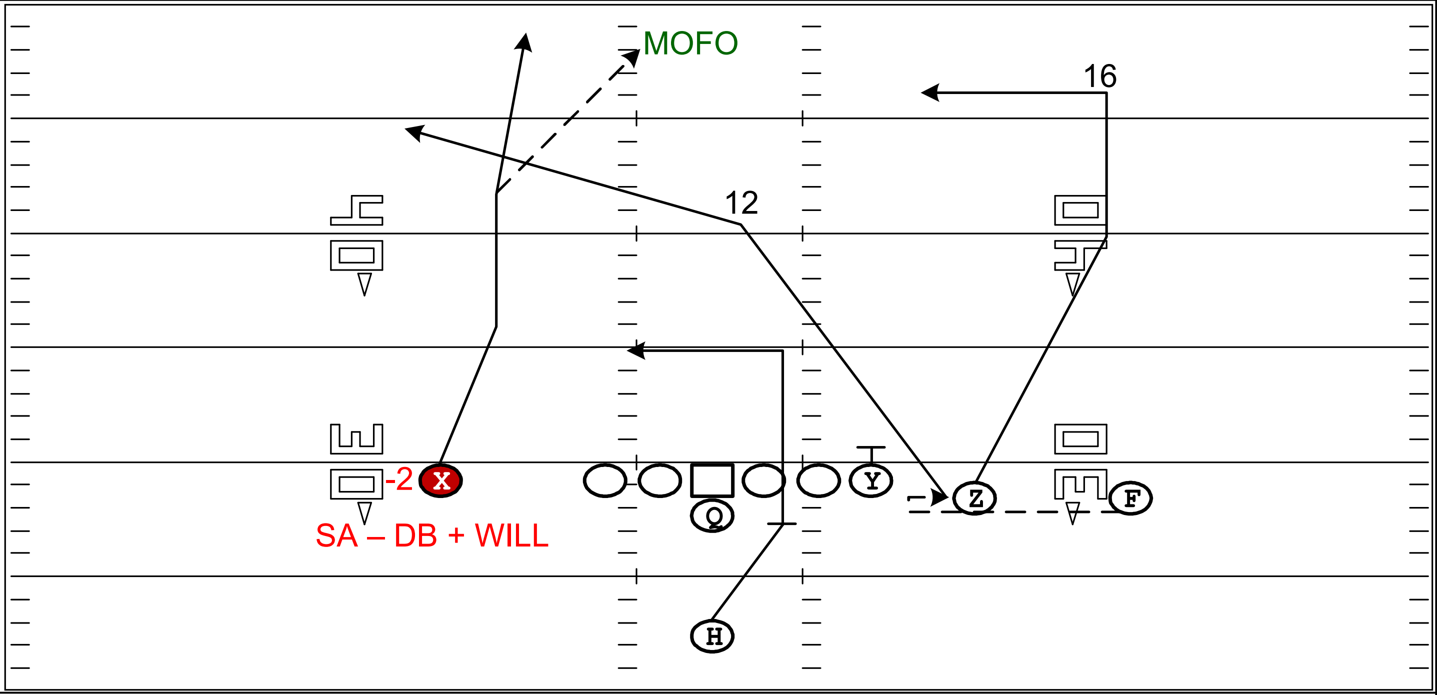
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	WIN POST	BUNCH	OUTSIDE	N/A	ROT = WIN DOWN MIDDLE	NONE
X	BENCH	#'s	INSIDE	16 YDS	ROT = TAKE HIGH	SA – MOFE COV 0
Y	BASIC	BUNCH	VERTICAL/ INSIDE	14 YDS	2 MAN = FLASH TAMPA 2 = BUC	NONE
F	PROTECTION	BUNCH	N/A	N/A	NONE	NONE
H	CHK SNEAK	HOME	NONE	5 YDS	NONE	NONE

QB Action = 7 Step

QB Read
1 Hi = BENCH, SNEAK
2 Hi = BASIC, WIN POST, SNEAK

*COV 5 – READ BENCH, SNEAK

TROUT RT F PL KICK 2 POISIN



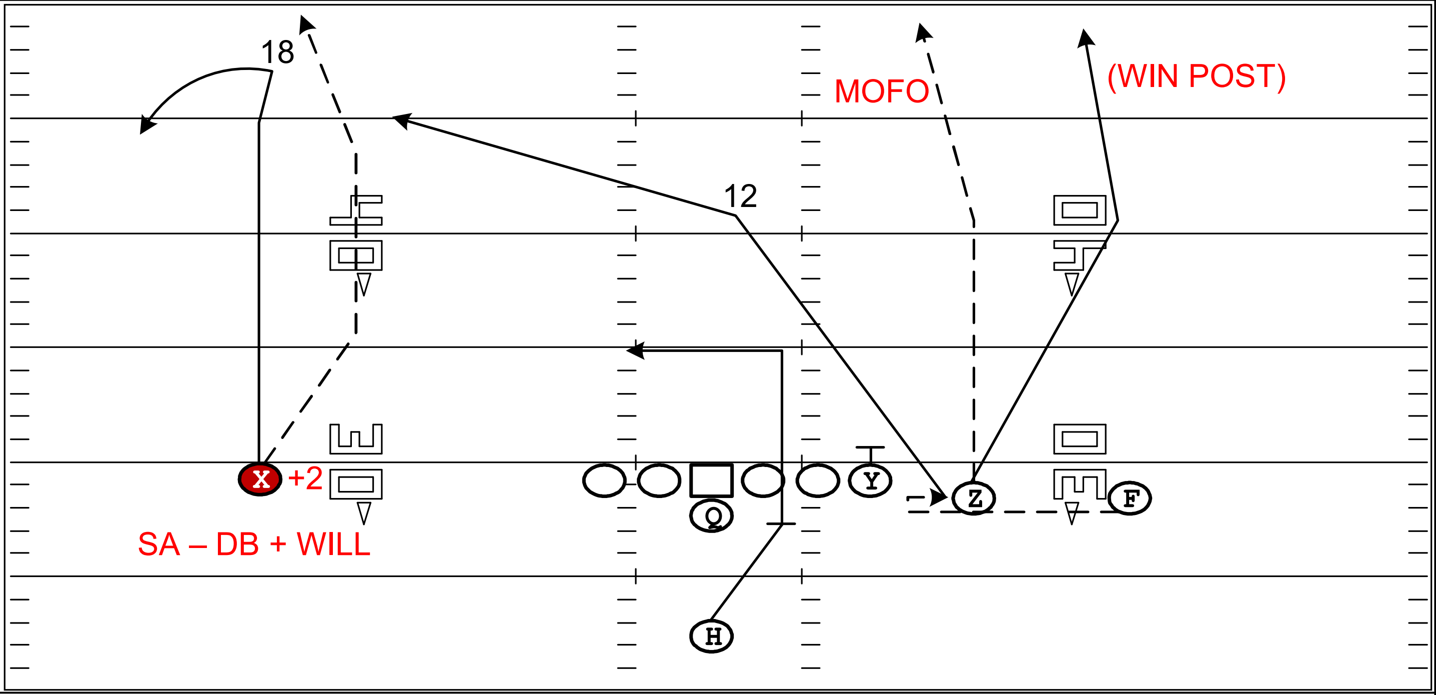
Protection: KICK 2/3 – 'H' CHK MIKE TO 4 STG/4 WK

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	IN	SLOT	OUTSIDE	16 YDS	NONE	NONE
X	POST	-2	INSIDE	N/A	MOFO = WIN DOWN MIDDLE	SA – DB + WILL
Y	PROTECTION	ATTACHED	N/A	N/A	NONE	NONE
F	OVER	#'S	INSIDE	12 YDS	NONE	NONE
H	CHK SNEAK	HOME	NONE	5 YDS	NONE	NONE

QB Action = 7 Step

QB Read
1 Hi = OVER / SNEAK – IN (ALERT MIDDLE SAFETY)
2 Hi = OVER – IN – SNEAK

TROUT RT F PL KICK 2 P.O.C



Protection: KICK 2/3 – 'H' CHK MIKE TO 4 STG/4 WK

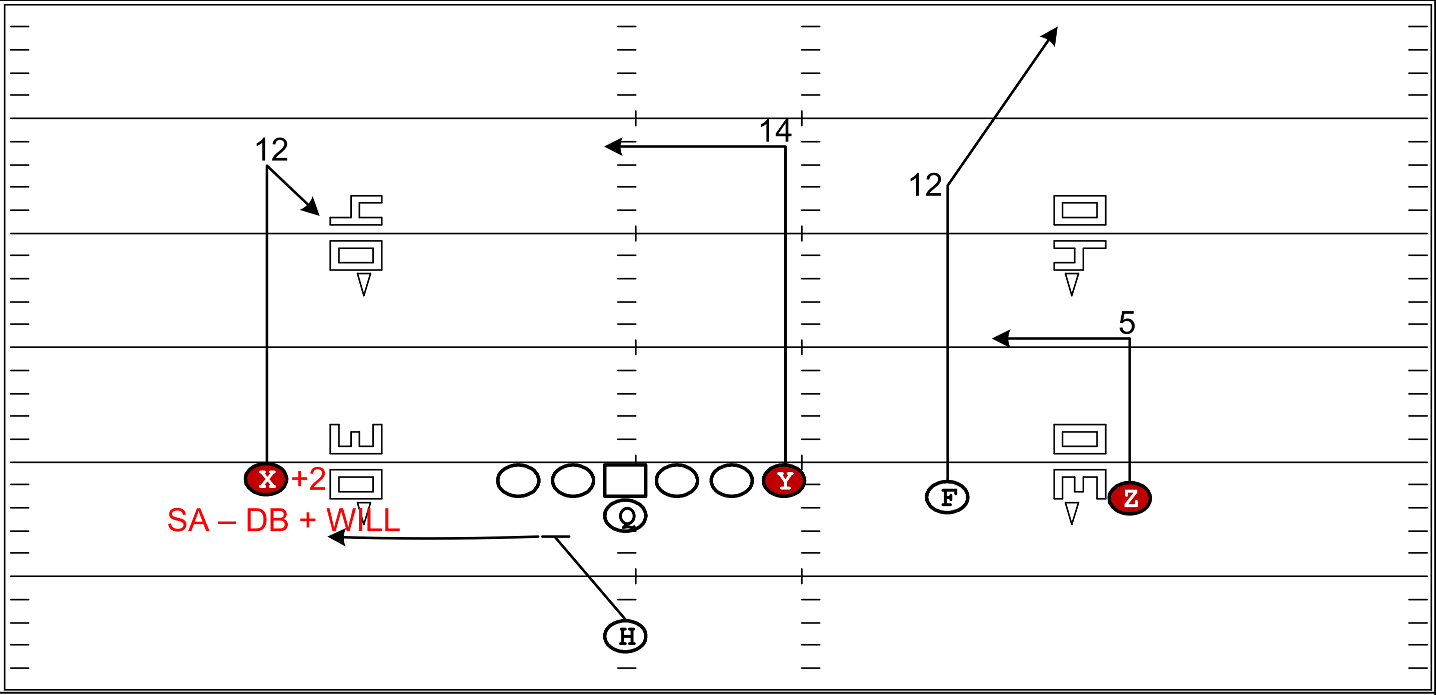
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	WIN POST	SLOT	OUTSIDE	12 YDS	MOFO = WIN DOWN MIDDLE	NONE
X	CAB	+2	VERTICAL	18 YDS	MOFO = TAKE HIGH	SA – DB + WILL
Y	PROTECTION	ATTACHED	N/A	N/A	NONE	NONE
F	OVER	#'S	INSIDE	12 YDS	NONE	NONE
H	CHK SNEAK	HOME	NONE	5 YDS	NONE	NONE

QB Action = 7 Step

QB Read
1 Hi = CAB-OVER-SNEAK
2 Hi = CAB-OVER-SNEAK

*ALERT OVER/POST VS QTRS COVERAGE

TRIPS RT 62 TACO



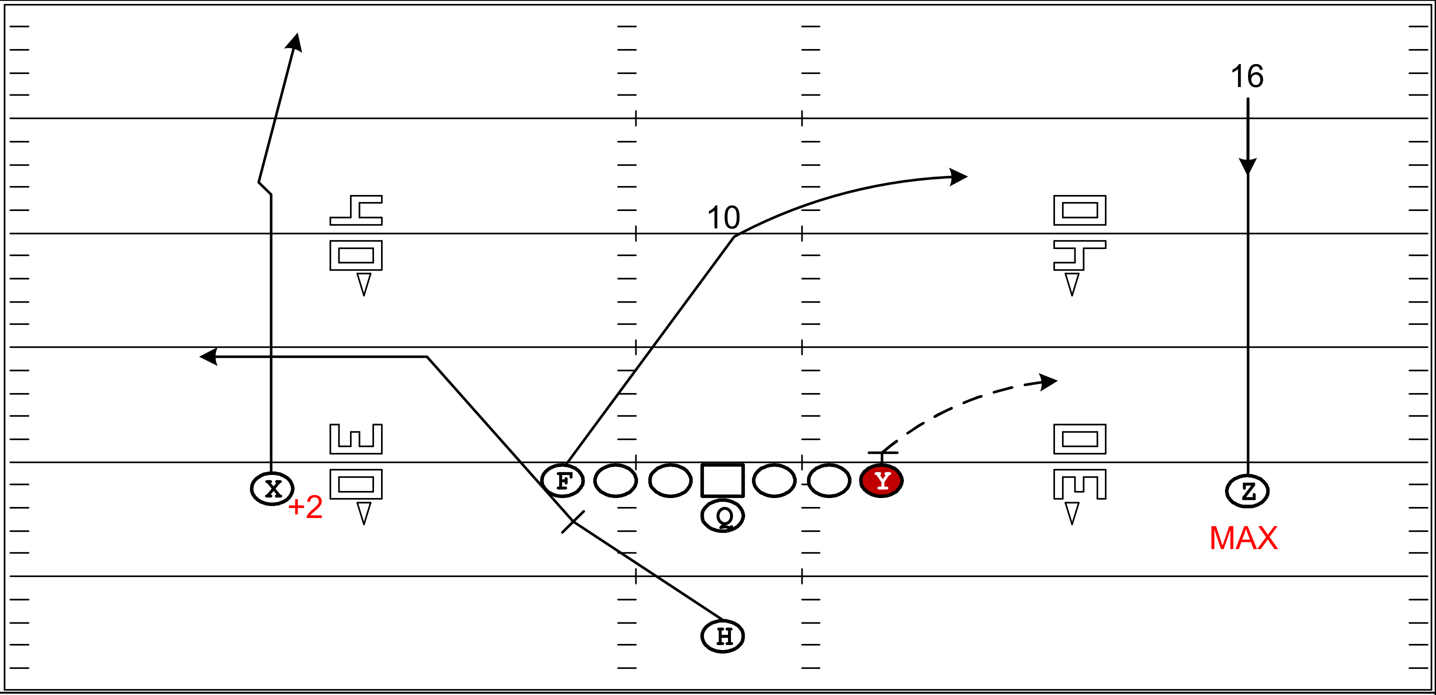
Protection: 62/63 – 'H' CHK WILL TO 4 WK/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	UNDER	#'S	VERTICAL	5 YDS	NONE	Q – BUILT IN
X	CURL	+2	VERTICAL	12 YDS	CAN FLASH VS 2 MAN	SA – DB + WILL
Y	IN	ATTACHED	VERTICAL	14 YDS	NONE	POP
F	CORNER	SLOT	VERTICAL	12 YDS	NONE	NONE
H	FLARE	HOME	NONE	N/A	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = READ THRU DB – CORNER TO UNDER – ALERT COV 5
2 Hi = HI/LO DB – CORNER TO BASIC

DEUCE RT F27 NAKED RT



Protection: BACK FAKE PLAY CALLED – BLOCK ‘D’ GAP

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	STOP	MAX	PROTECTION	16 YDS	CUT SPLIT = 18 YDS BENCH ROUTE	NONE
X	WIN POST	#'S	VERTICAL	N/A	NONE	NONE
Y	BLOCK (LATE)	ATTACHED	N/A	N/A	NONE	Q - LATE
F	OVER	ATTACHED	INSIDE	10 YDS	NONE	NONE
H	CHK FLAT	HOME	NONE	5 YDS	NONE	NONE

QB Action = FAKE ACTION – NAKED FOOTWORK

QB Read
1 Hi = OVER – FLAT – COMEBACK
2 Hi = OVER – FLAT – COMEBACK

APRIL 22ND – INSTALL DAY #4 (2016)

SPECIFIC CATEGORY

EMPTY

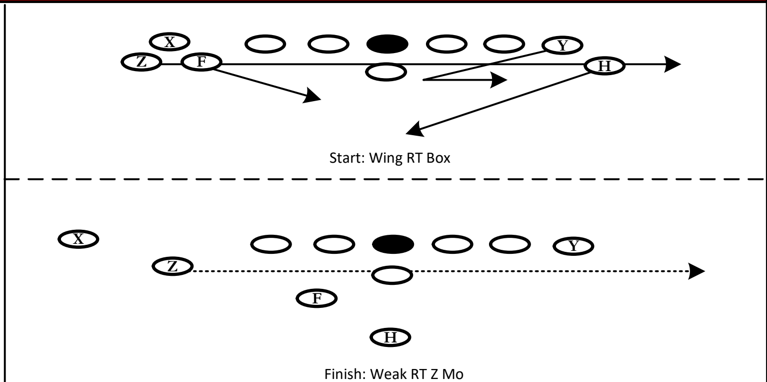
FORMATIONS

- **SPREAD, STRETCH, HI, HO, HEX**

SHIFTS / MOTIONS

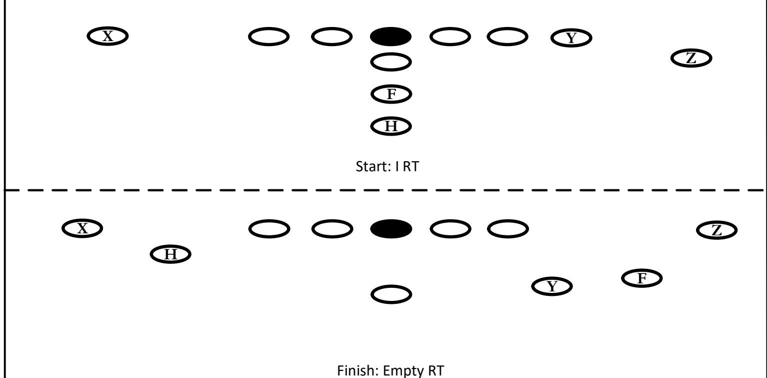
BOMB

Start in Wing Box and “bomb” to Weak Z Mo. Bomb will carry a pre-snap play with it.



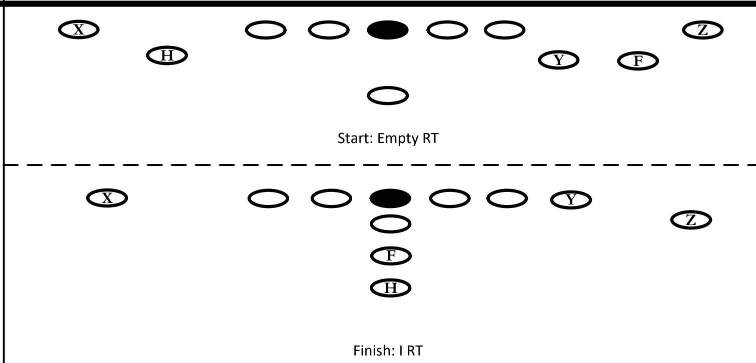
HOP

Starts in the I Formation and you “hop” out of the backfield to Empty.



JUMP

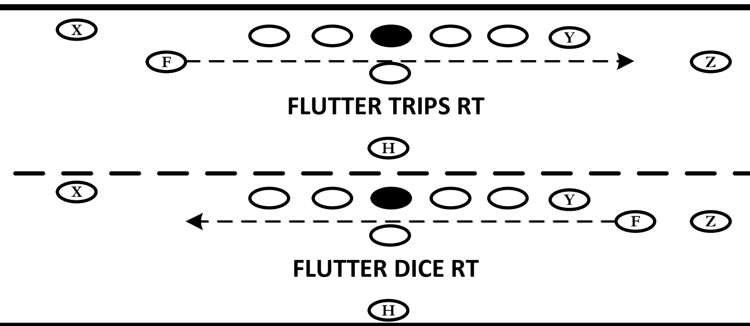
Start in Empty and “jump” back into the backfield.
The Y can peel himself. The TE will not trade across the formation. The F will align to the call.



Flutter

This is a cross motion with the F. Flutter will have a double cadence attached with it. Motion across ball then get reset.

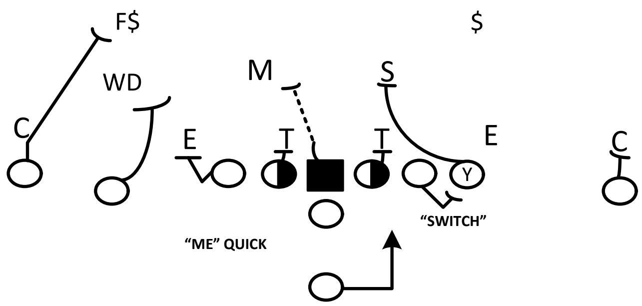
Ex: Flutter Trips Rt (start in Dice Rt)
Flutter Dice Rt (start in Trips Rt)



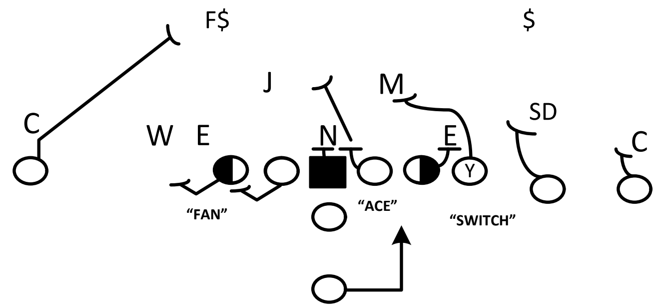
RUNS

40/41 DRAW (40)

NI 42

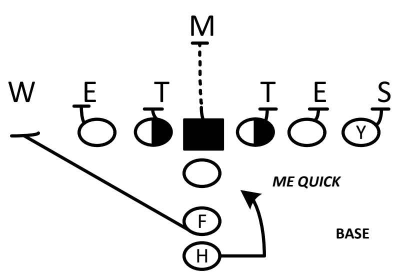


NI 33

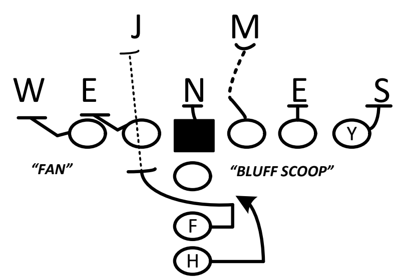


42/43 JACKIE/WILLIE (42)

43

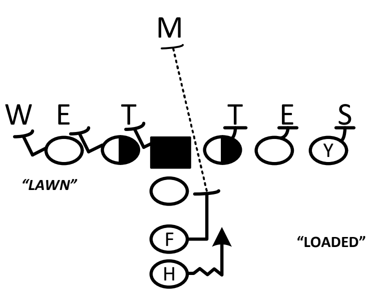


34

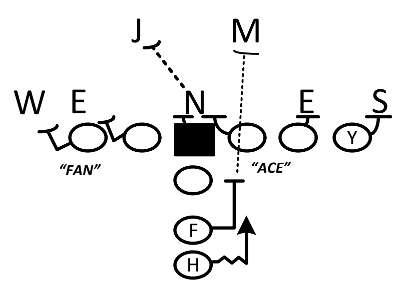


42/43 MIKE (42)

43

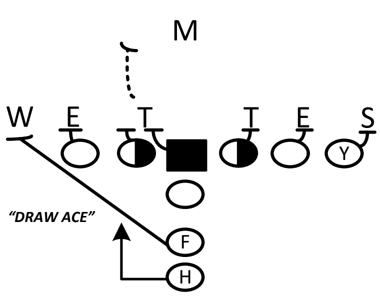


34

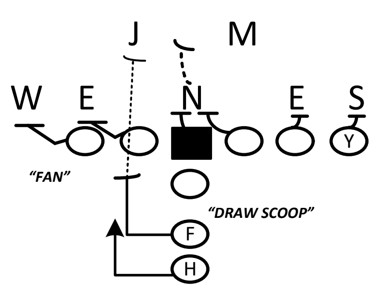


45/44 BOB (45)

43



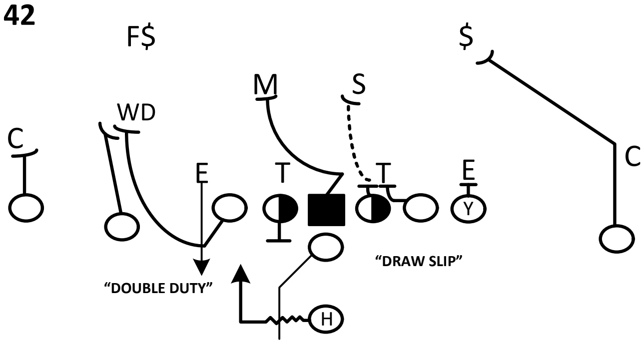
34



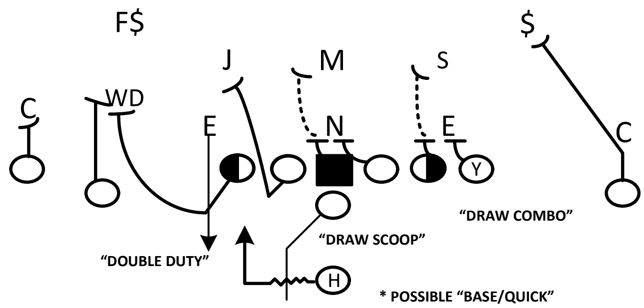
RUNS

42/43 SPRINT DRAW (42)

NI 42



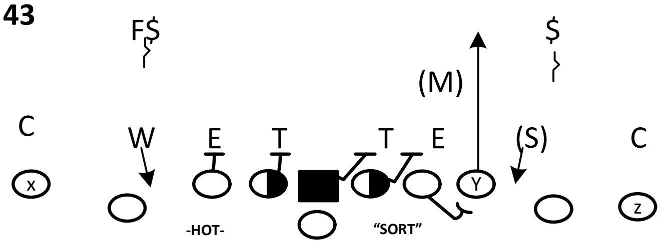
NI 33 STACK



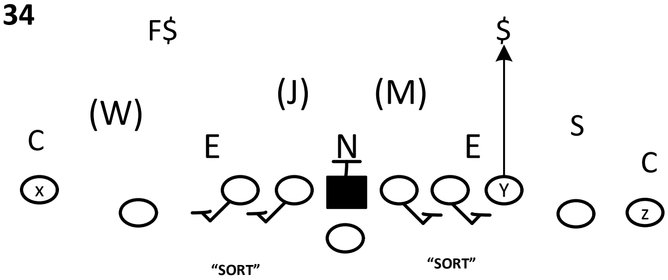
PASS PROTECTIONS

52/53 (52)

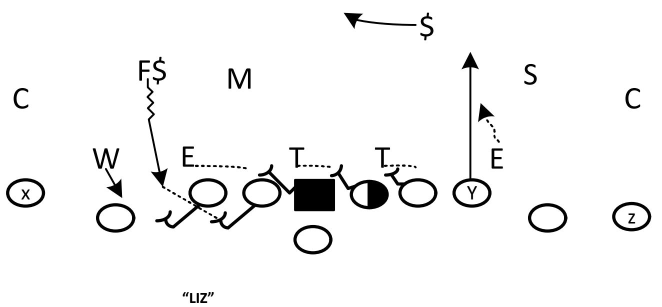
43



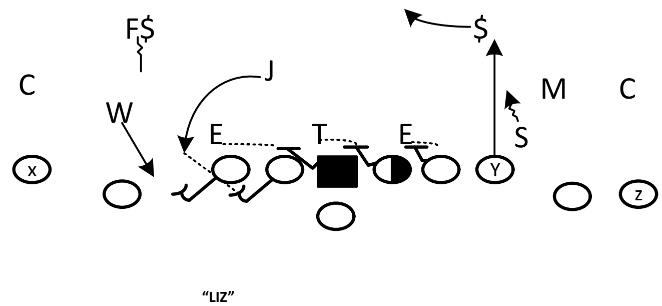
34



OVER



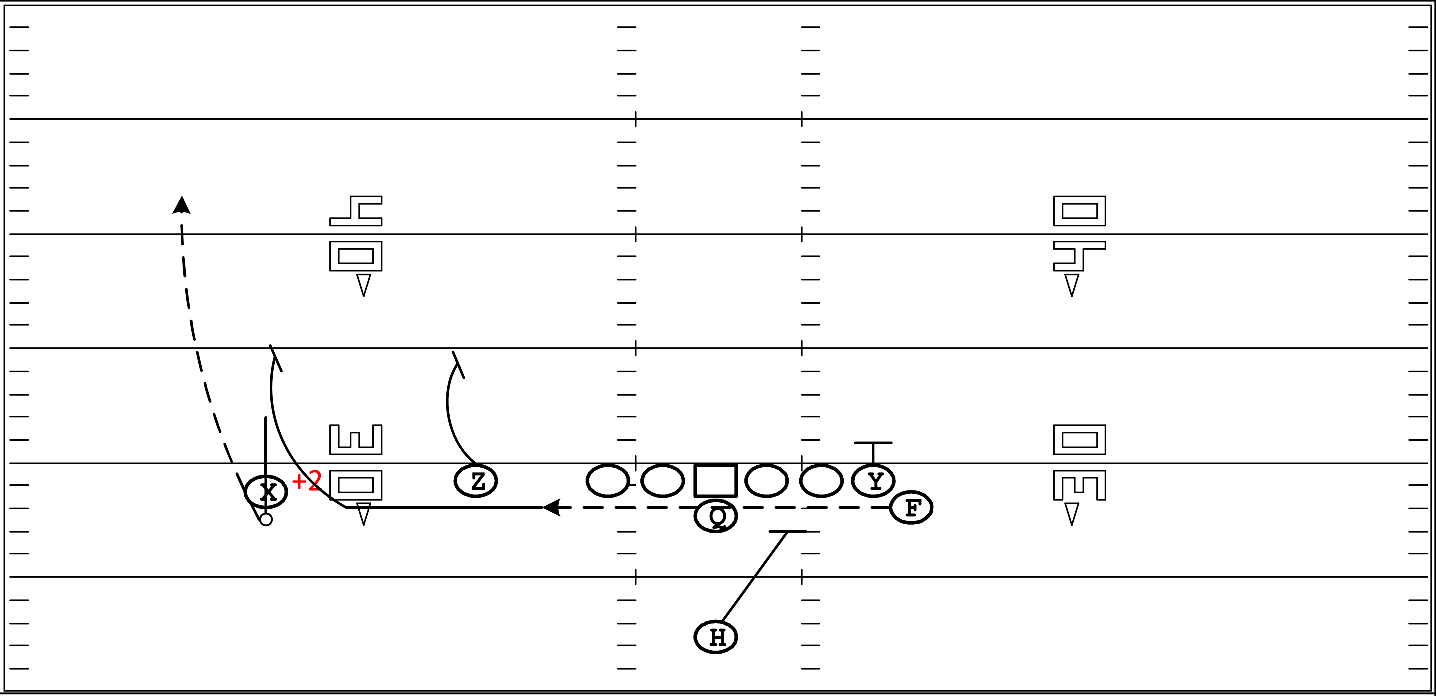
34 OVER



HOT / SITES – DAY #4

PLAY	Q	SITE
52/53	2 STRONG	1 WEAK (3 DOWN 2 WK)

FIRM RT F FL KICK 2 JAILBREAK LT X



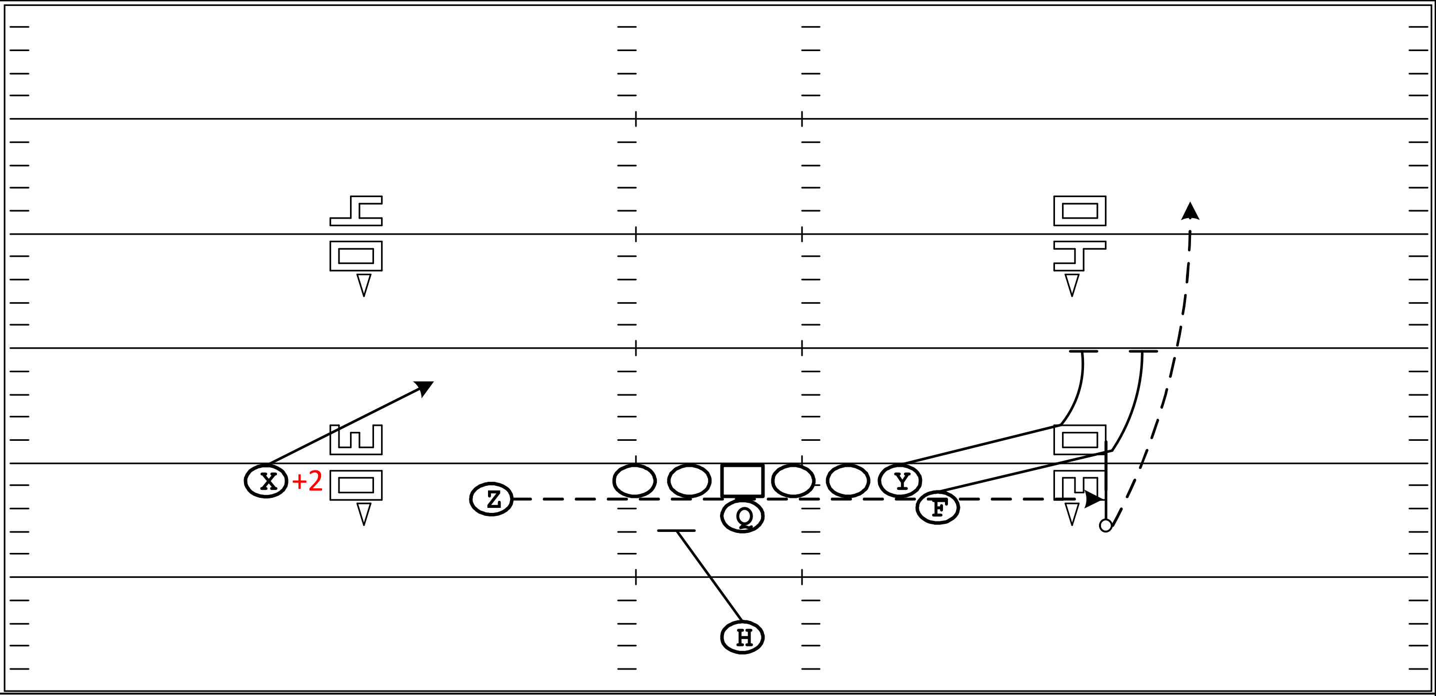
Protection: 'H' - BLOCK KICK 2 PROTECTION

REC	RULE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	BLOCK MDM – HOOK DEFENDER	SLOT	N/A	N/A	N/A	NONE
X	DOWN 2 BACK 3 SIDELINE RETURN	+2	N/A	N/A	N/A	NONE
Y	BLOCK	ATTACHED	N/A	N/A	N/A	NONE
F	FLAT – HOOK #1	WING	N/A	N/A	N/A	NONE
H	BLOCK	HOME	N/A	N/A	N/A	NONE

QB Action = DBL PLAY FOOTWORK

QB Read
THROW SCREEN

FIRM RT Z MO SPEED SCREEN RT Z - X HOT



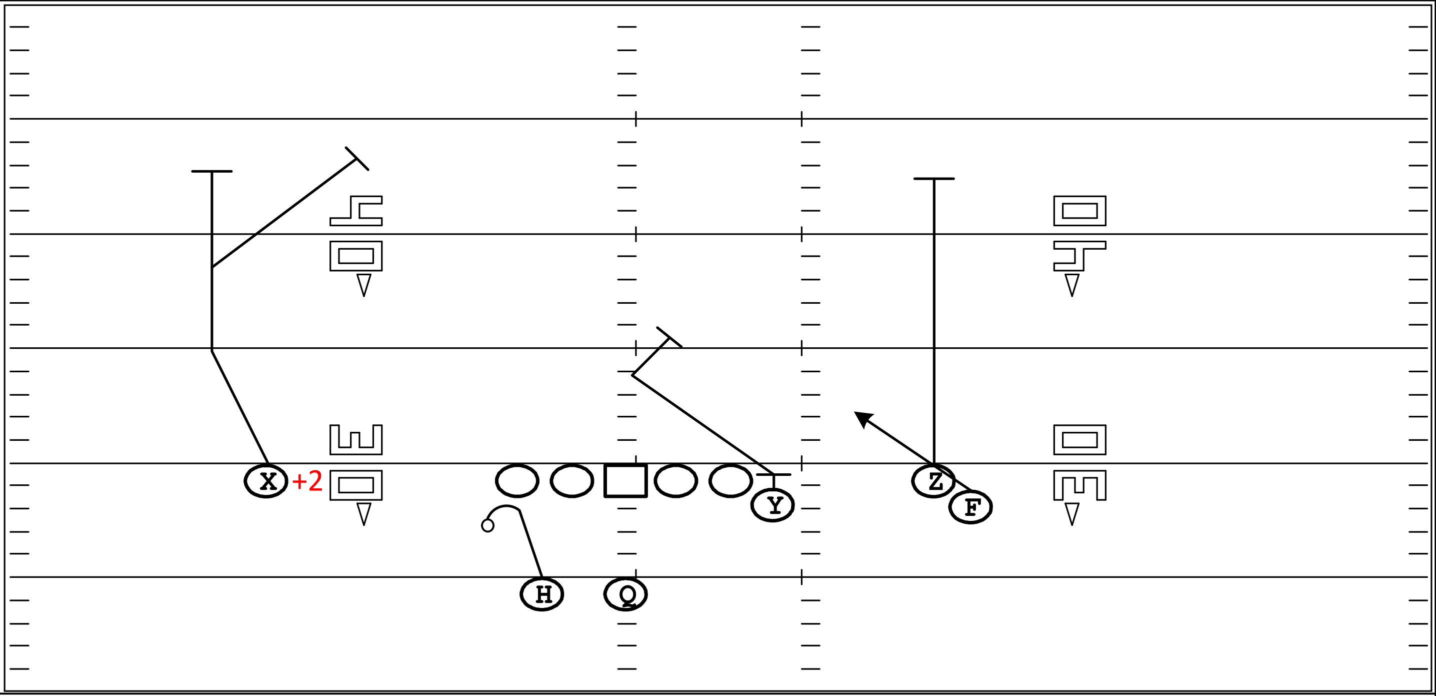
Protection: 'H' - PROTECT BACKSIDE EDGE

REC	RULE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	DOWN 1 BACK 2 SIDELINE RETURN	SLOT	N/A	N/A	N/A	NONE
X	HOT	+2	N/A	N/A	N/A	NONE
Y	FLAT – MDM TO #1 HOOK DEFENDER	ATTACHED	N/A	N/A	N/A	NONE
F	FLAT – MDM TO #1 HOOK DEFENDER	WING	N/A	N/A	N/A	NONE
H	BLOCK	HOME	N/A	N/A	N/A	NONE

QB Action = 1 STEP

QB Read
THROW SCREEN

G TROUBLE RT 80 SC SCR LT H – F HOT



Protection: 'H' - SCREEN

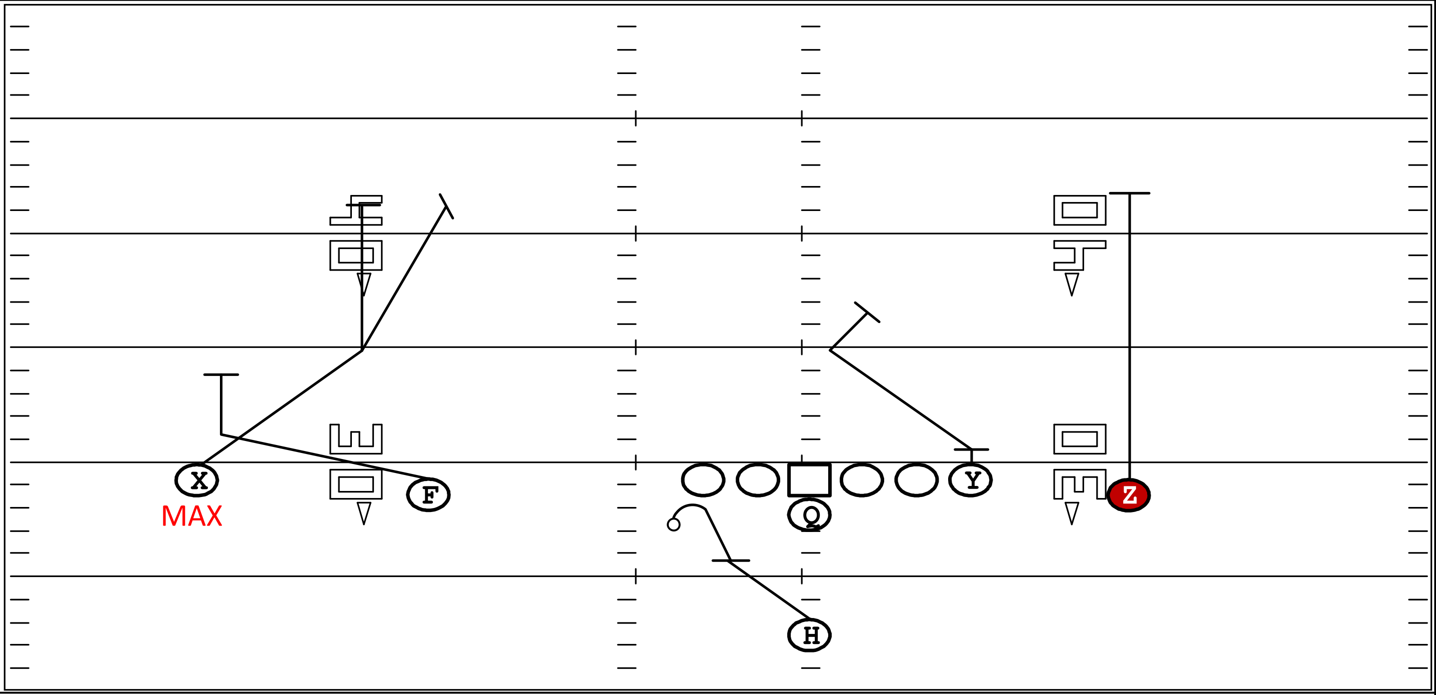
2 COUNT

REC	RULE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	RUN OFF	STACK	N/A	N/A	N/A	NONE
X	BLOCK DEEP ½ DEEP 1/3	+2	PROTECTION	N/A	N/A	NONE
Y	BLOCK PROTECTION – THEN MIKE	ATTACHED	N/A	N/A	N/A	NONE
F	HOT	STACK	INSIDE	N/A	N/A	NONE
H	SCREEN	GUN	N/A	N/A	N/A	NONE

QB Action = SCREEN FOOTWORK

QB Read
CHK HOT - THROW SCREEN

DICE RT 80 SWITCH SCREEN LT H



Protection: ‘H’ - 80/81 RULES – BACK SCREEN OFF WILL

2 COUNT

REC	RULE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	RUN OFF	STACK	N/A	N/A	N/A	SA VS #4
X	BLOCK DEEP ½ DEEP 1/3	MAX	INSIDE	N/A	N/A	NONE
Y	BLOCK PROTECTION – THEN SAM	ATTACHED	N/A	N/A	N/A	NONE
F	BLOCK FLAT	SLOT	OUTSIDE	N/A	N/A	NONE
H	SCREEN	GUN	N/A	N/A	N/A	NONE

QB Action = SCREEN FOOTWORK

QB Read
THROW SCREEN

CARDINALS OFFENSE

ROUTE INSTALL

DAY #4

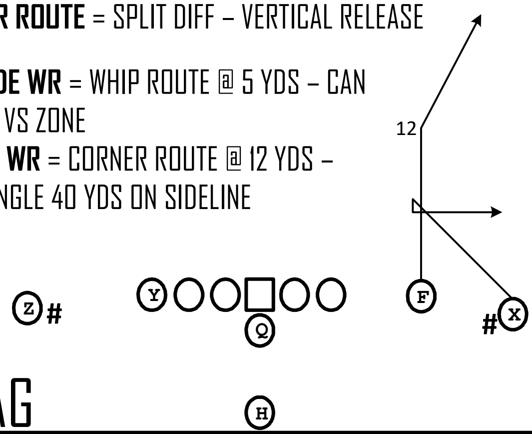
Route Installation

1) SHAVE
2) SCRAPE
3) SNAG
4) INDIGO
5) SMASH (H MIDDLE)
6) INDIAN
7) PIRATE
8) NINER
9) LION
10) BAT
11) DEBO

2 MAN CONCEPTS

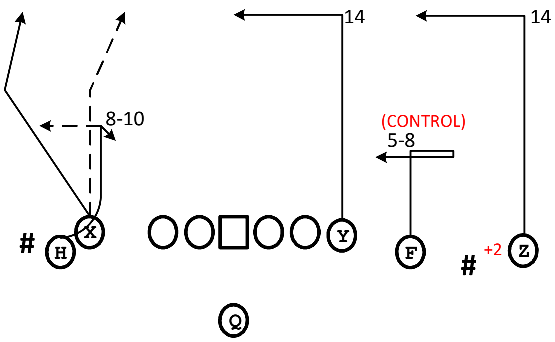
WHIP = #'S SPLIT - INSIDE RELASE
CORNER ROUTE = SPLIT DIFF – VERTICAL RELEASE

OUTSIDE WR = WHIP ROUTE @ 5 YDS – CAN SETTLE VS ZONE
INSIDE WR = CORNER ROUTE @ 12 YDS – TAKE ANGLE 40 YDS ON SIDELINE

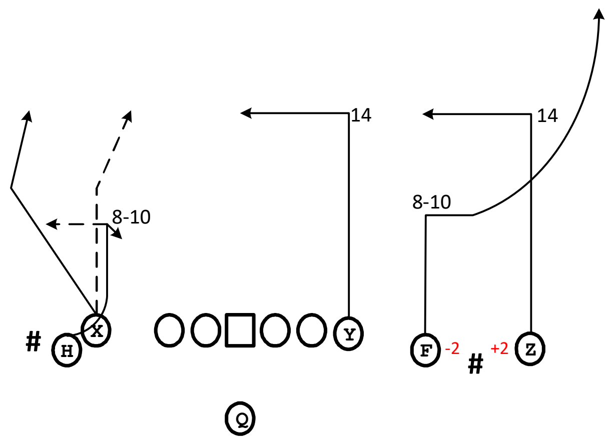


SNAG

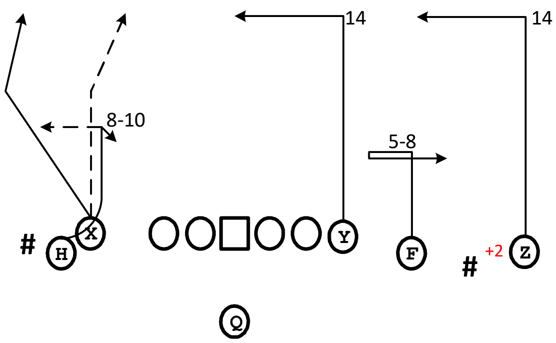
DIG – DOG - DINO



G EMPTY RT HEX 52 **DIG**

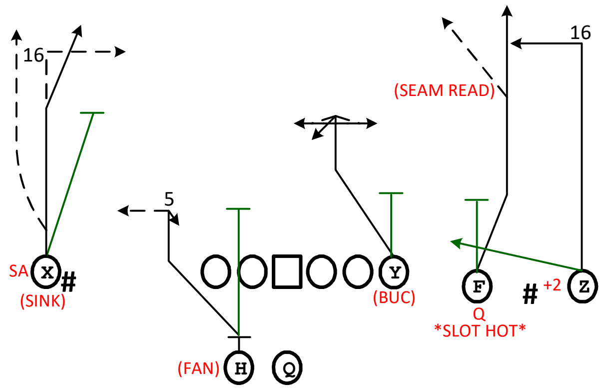


G EMPTY RT HEX 52 **DOG**



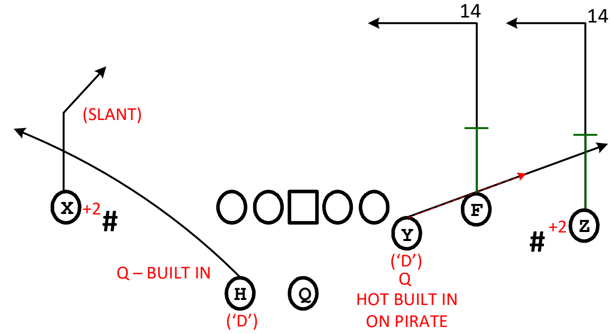
G EMPTY RT HEX 52 **DINO**

INDIAN-PIRATE-NINER-LION



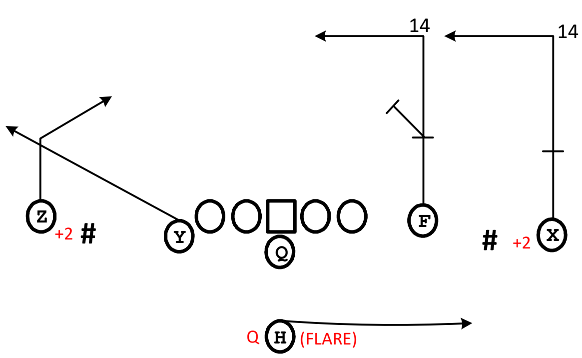
****QB SIGNAL = BLOCK****

(K) G TROUT RT 66 INDIAN SINK



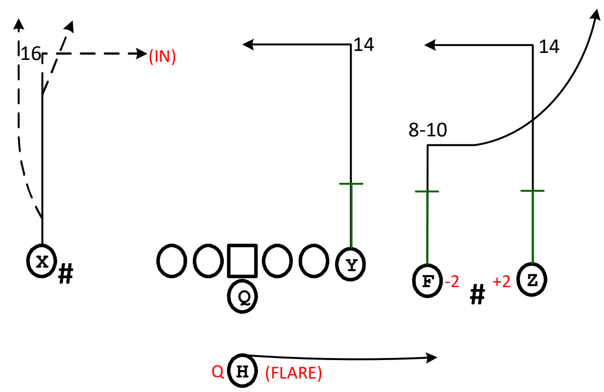
****QB SIGNAL = BLOCK****

(K) G TRIPS RT 52 PIRATE COMBO



****QB SIGNAL = BLOCK****

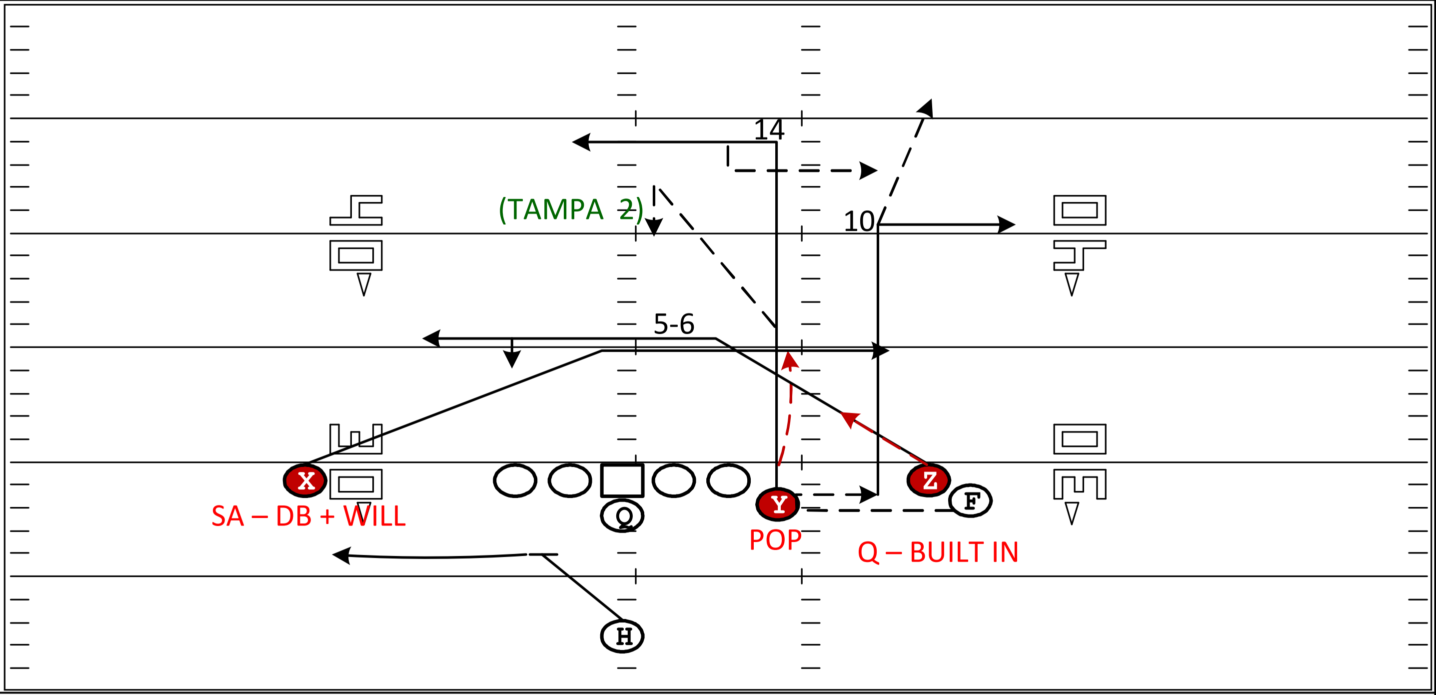
(K) DICE LT 74SC NINER COMBO



****QB SIGNAL = BLOCK****

(K) TRIPS RT 74SC LION SINK

TROUBLE RT F PL 62 F RAIDER X SHAVE



Protection: 62/63 – 'H' CHK WILL TO 4 WK/4 STG

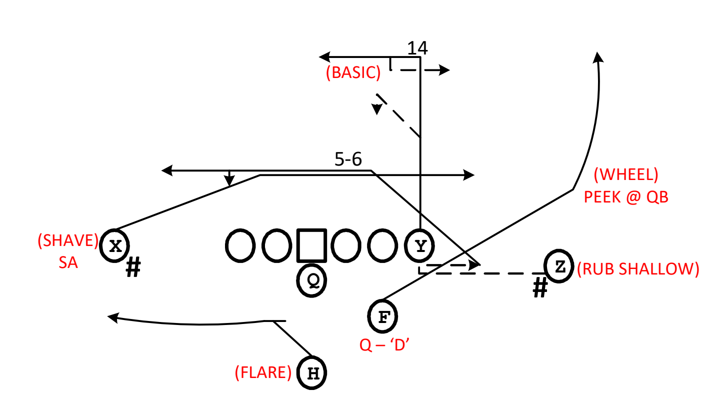
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	RUB SHALLOW	STACK	INSIDE	5-6 YDS	SIT VS ZONE	Q – BUILT IN
X	SHAVE	#'S	INSIDE	RUN OFF RUB SHALLOW	NONE	SA - DB + WILL
Y	BASIC	ATTACHED	VERTICAL/ OUTSIDE	14 YDS	2 MAN – FLASH TAMPA 2 - BUC	Q – POP
F	RAIDER	SLOT	VERTICAL	10 YDS	ROT = HI ANGLE	NONE
H	CHK SWING	HOME	N/A	N/A	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = RAIDER – SHAVE – BASIC – SHALLOW - SWING
2 Hi = ALERT HIGH ANGLE (RAIDER) - TRIANGLE

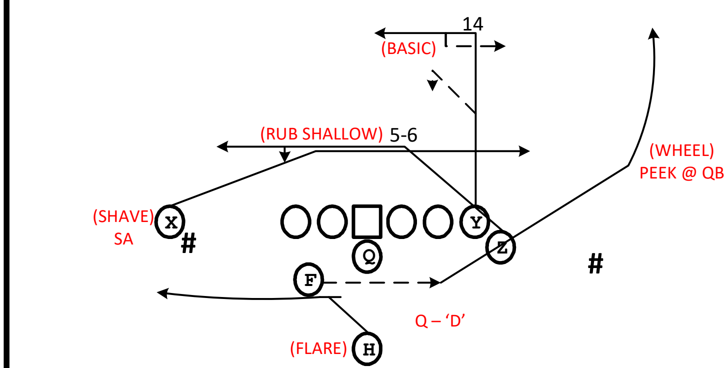
SHAVE VARIATIONS

1.



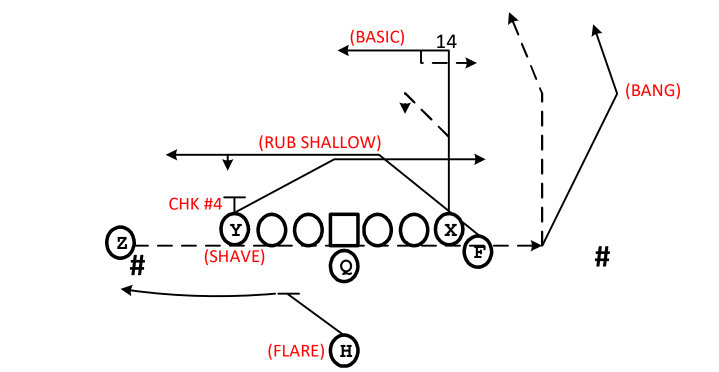
(A/R) STR RT Z PL 62 F WHEEL X SHAVE

2.



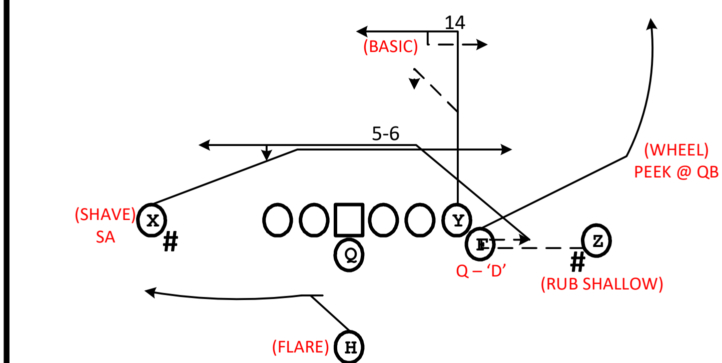
(C) WK RT CL F MO 62 F WHEEL X SHAVE

3.



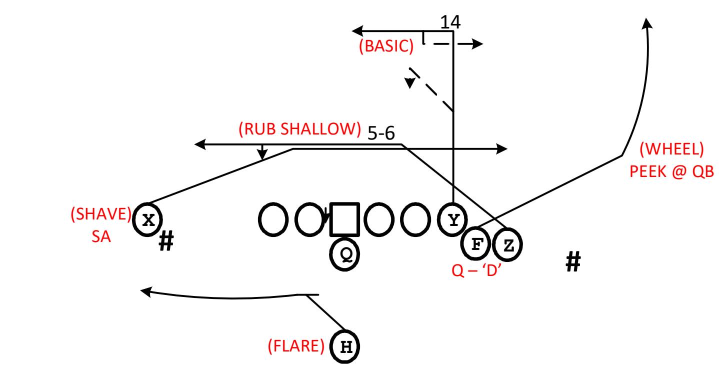
(C) TITE DBL LT Z FL 62 Z BANG Y SHAVE

4.



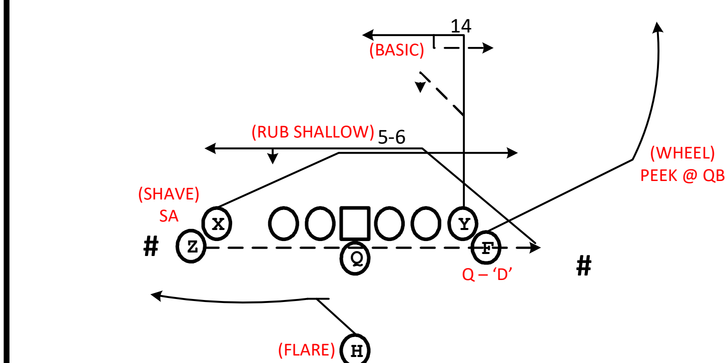
(A/R) TREY RT Z PL 62 F WHEEL X SHAVE

5.



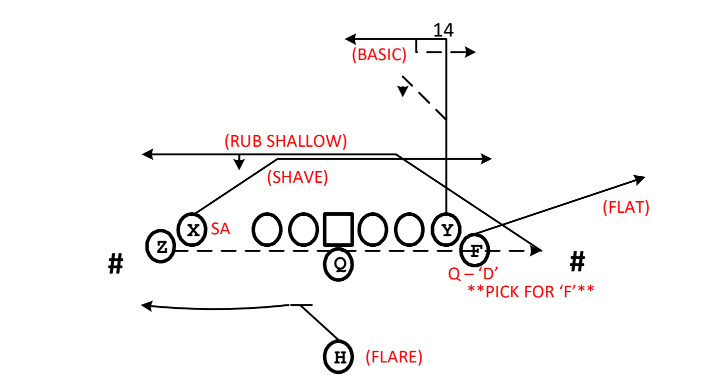
(C) TREY RT CL 62 F WHEEL X SHAVE

6.



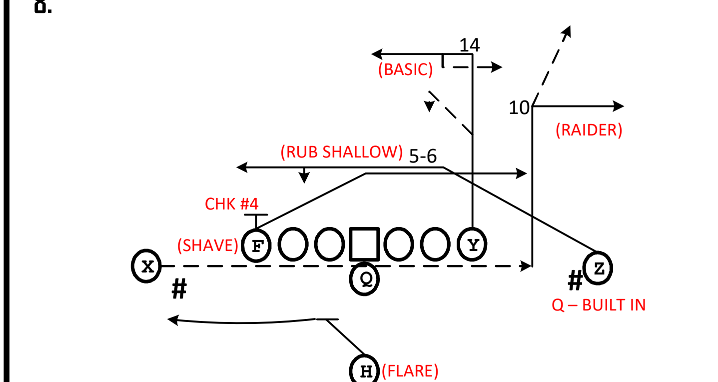
(A/R) FAX RT Z MO 62 F WHEEL X SHAVE

7.



(A/R) FAX RT Z MO 62 PIC FLAT X SHAVE

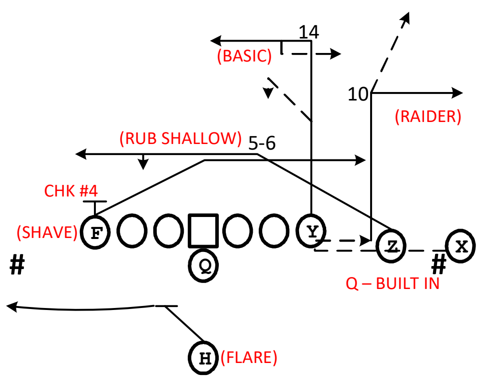
8.



(A/R) DEUCE RT X MO 62 X RAIDER F SHAVE

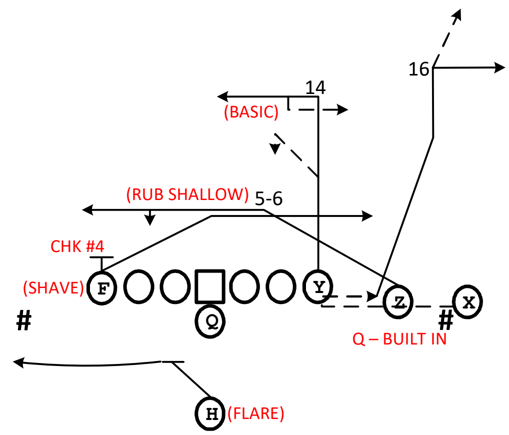
SHAVE VARIATIONS

9.



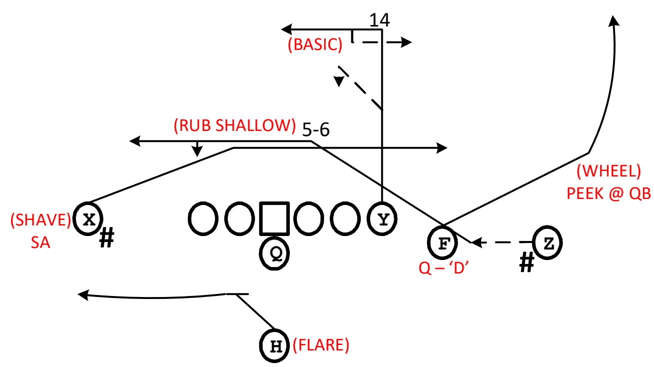
(A/R) OVER RT X PL 62 X RAIDER F SHAVE

10.



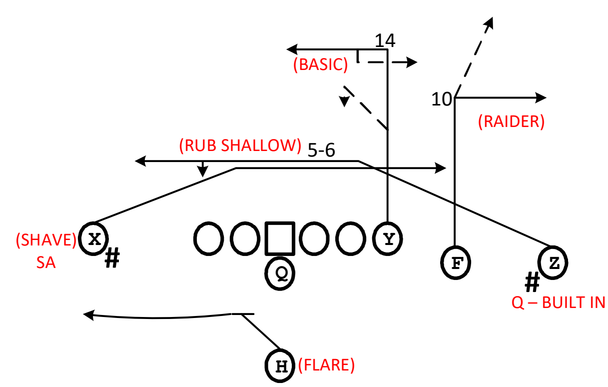
(A/R) OVER RT X PL 62 X BENCH F SHAVE

11.



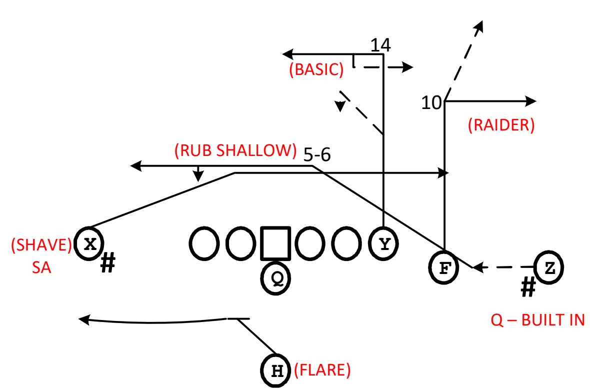
(K) TRIPS RT Z SH 62 F WHEEL X SHAVE

12.



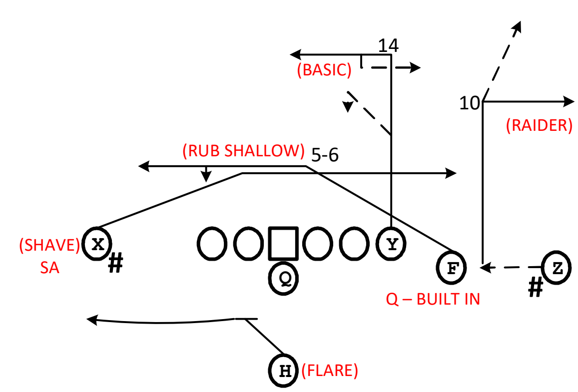
(K) TRIPS RT 62 F RAIDER X SHAVE

13.



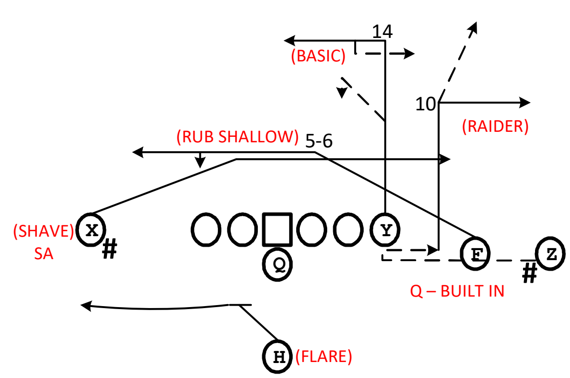
(K) TRIPS RT Z SH 62 F RAIDER X SHAVE

14.



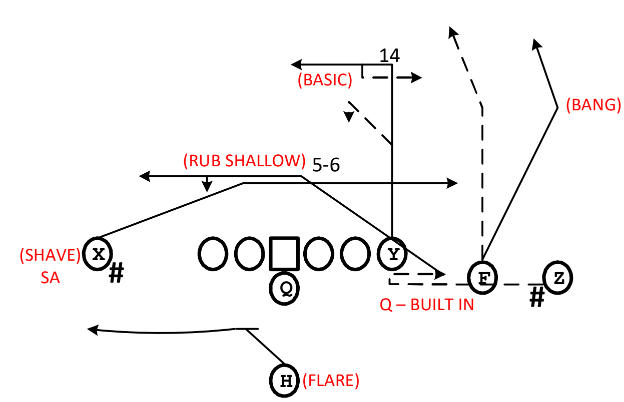
(A/R) TRIPS RT Z SH 62 Z RAIDER X SHAVE

15.



(K) TRIPS RT Z PL 62 Z RAIDER X SHAVE

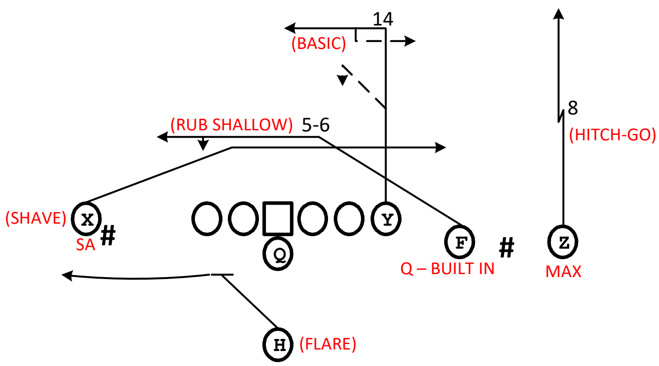
16.



(K) TRIPS RT Z PL 62 F BANG X SHAVE

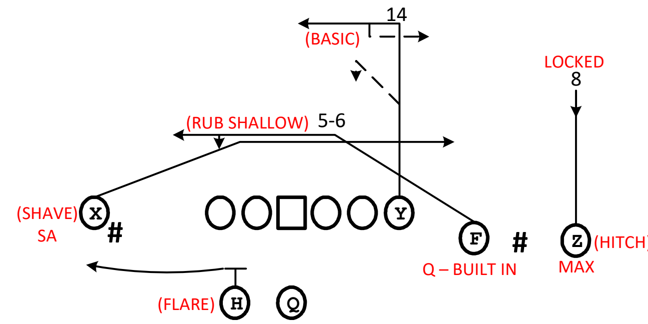
SHAVE VARIATIONS

17.



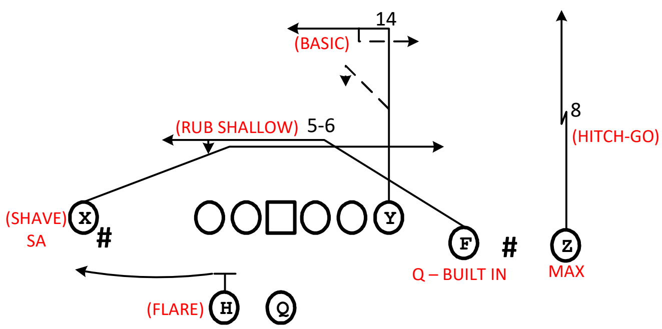
(K) TRIPS RT 62 Z HITCH & GO X SHAVE

18.



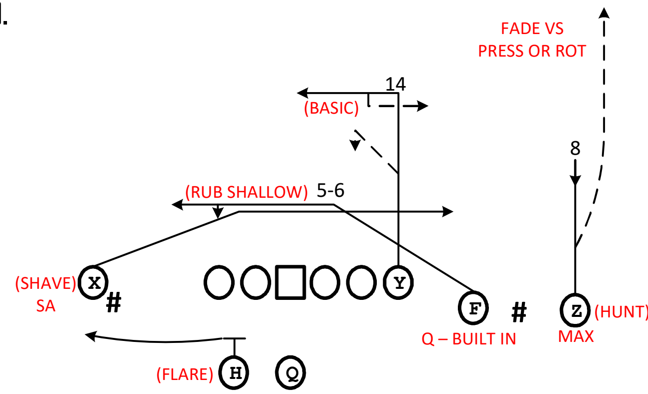
(K) G TRIPS RT 66 Z HITCH X SHAVE

19.



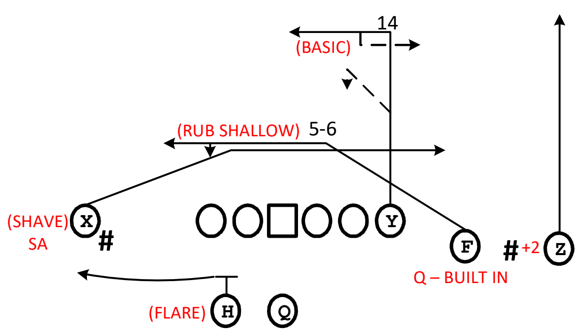
(K) G TRIPS RT 66 Z HITCH & GO X SHAVE

20.



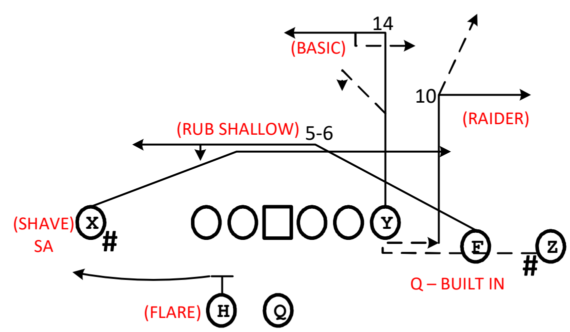
(K) G TRIPS RT 66 Z HUNT X SHAVE

21.



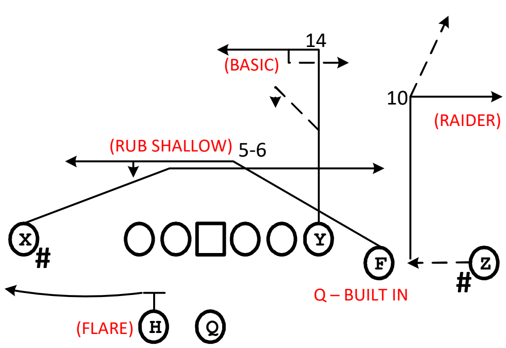
(K) G TRIPS RT 66 Z GO X SHAVE

22.



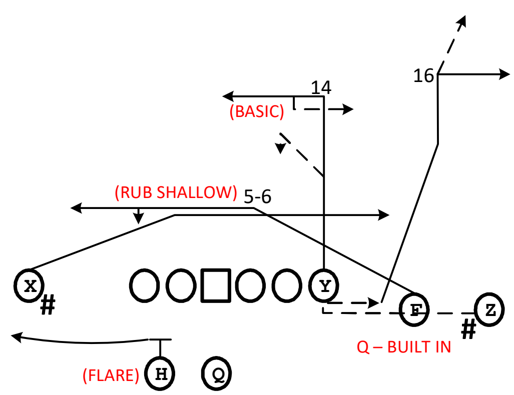
(K) G TRIPS RT Z PL 66 Z RAIDER X SHAVE

23.



(K) G TRIPS RT Z SH 66 Z RAIDER X SHAVE

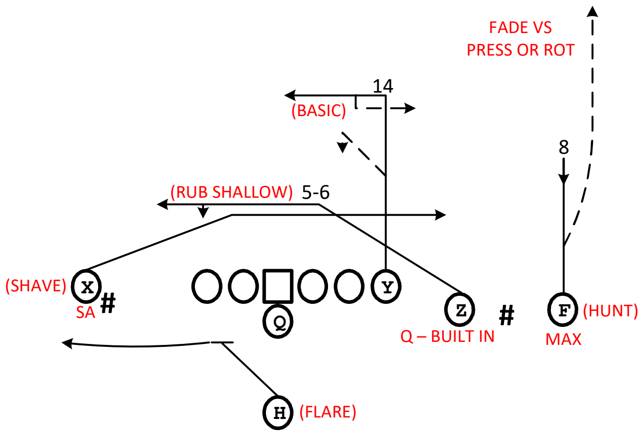
24.



(K) G TRIPS RT Z PL 66 Z BENCH X SHAVE

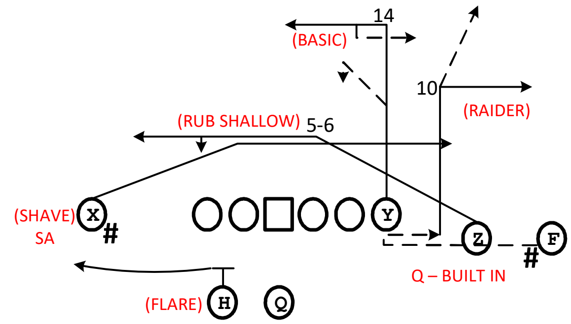
SHAVE VARIATIONS

25.



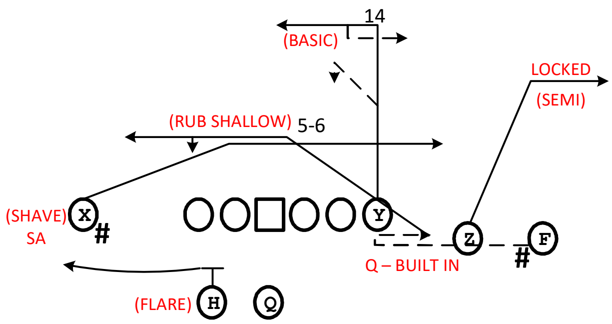
(K) TROUT RT 62 F HUNT X SHAVE

26.



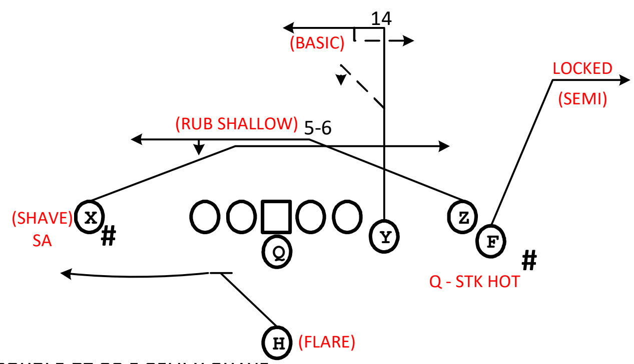
(K) G TROUT RT F PL 66 F RAIDER X SHAVE

27.



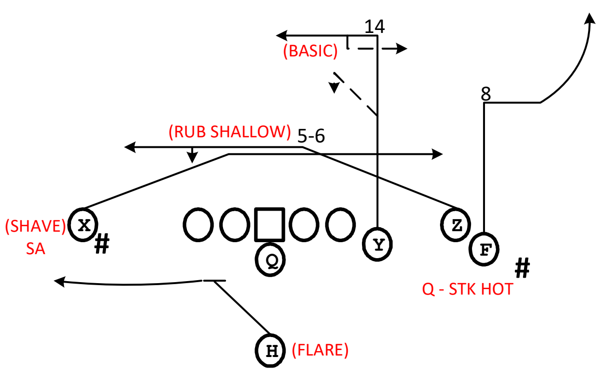
(K) G TROUT RT F PL 66 Z SEMI X SHAVE

28.



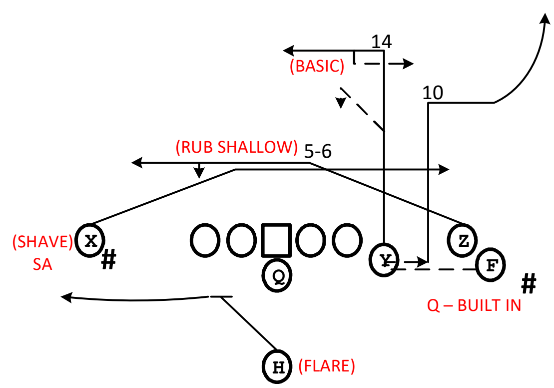
(K) TROUBLE RT 62 F SEMI X SHAVE

29.



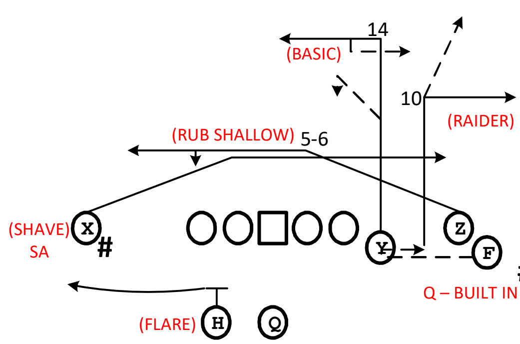
(K) TROUBLE RT 62 F PUMP X SHAVE

30.



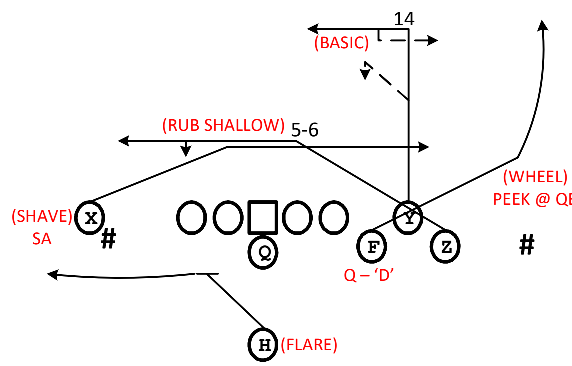
(K) TROUBLE RT F PL 62 F RAIDER PUMP X SHAVE

31.



(K) G TROUBLE RT F PL 66 F RAIDER X SHAVE

32.

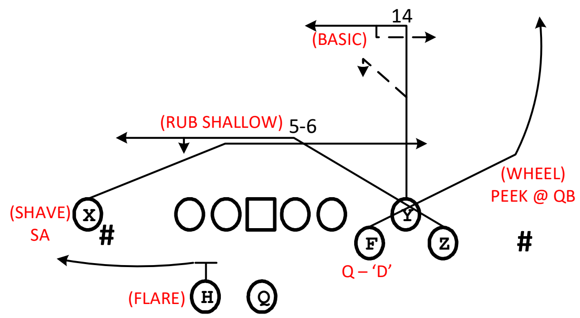


(K) BUNCH RT 62 F WHEEL X SHAVE

ARIZONA CARDINALS

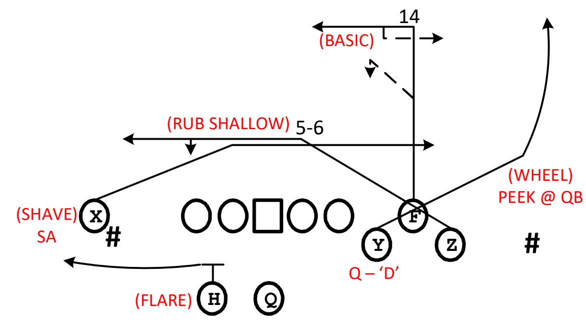
SHAVE VARIATIONS

33.



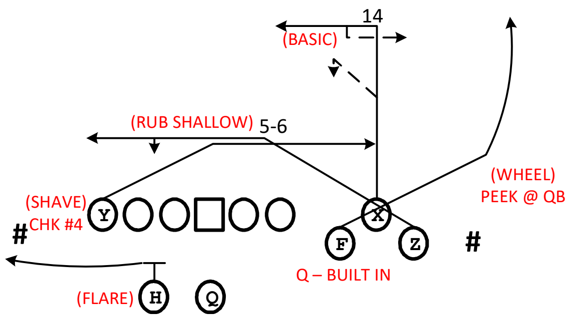
(K) G BUNCH RT 66 F WHEEL X SHAVE

34.



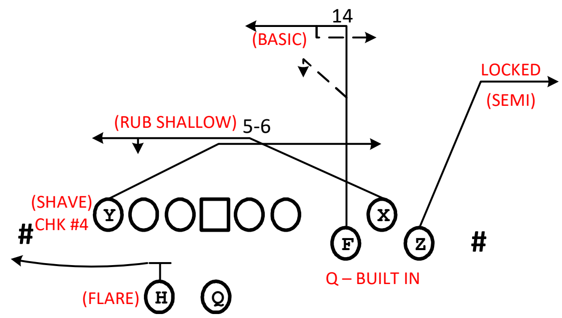
(K) G F BUNCH RT 66 Y WHEEL X SHAVE

35.



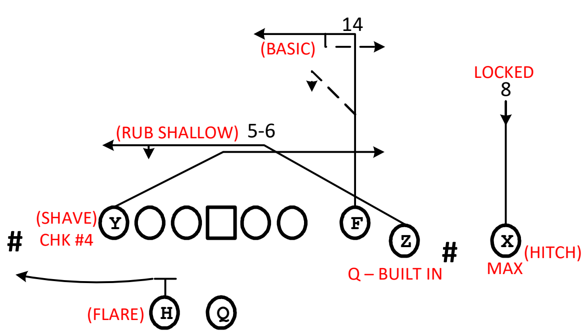
(K) G LT BOX 66 F WHEEL Y SHAVE

36.



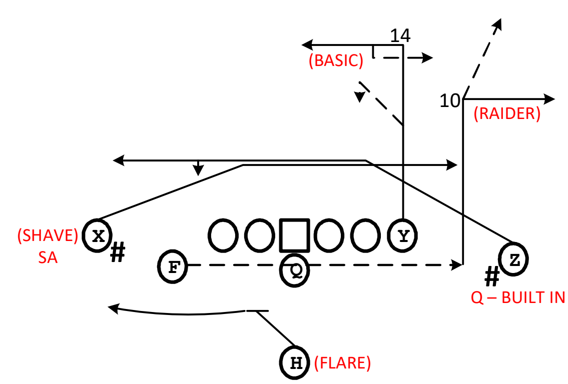
(K) G LT BOX 66 Z SEMI Y SHAVE

37.



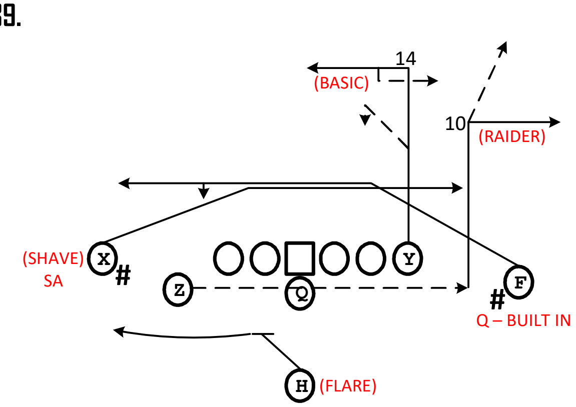
(K) G LT TIX 66 X HUNT Y SHAVE

38.



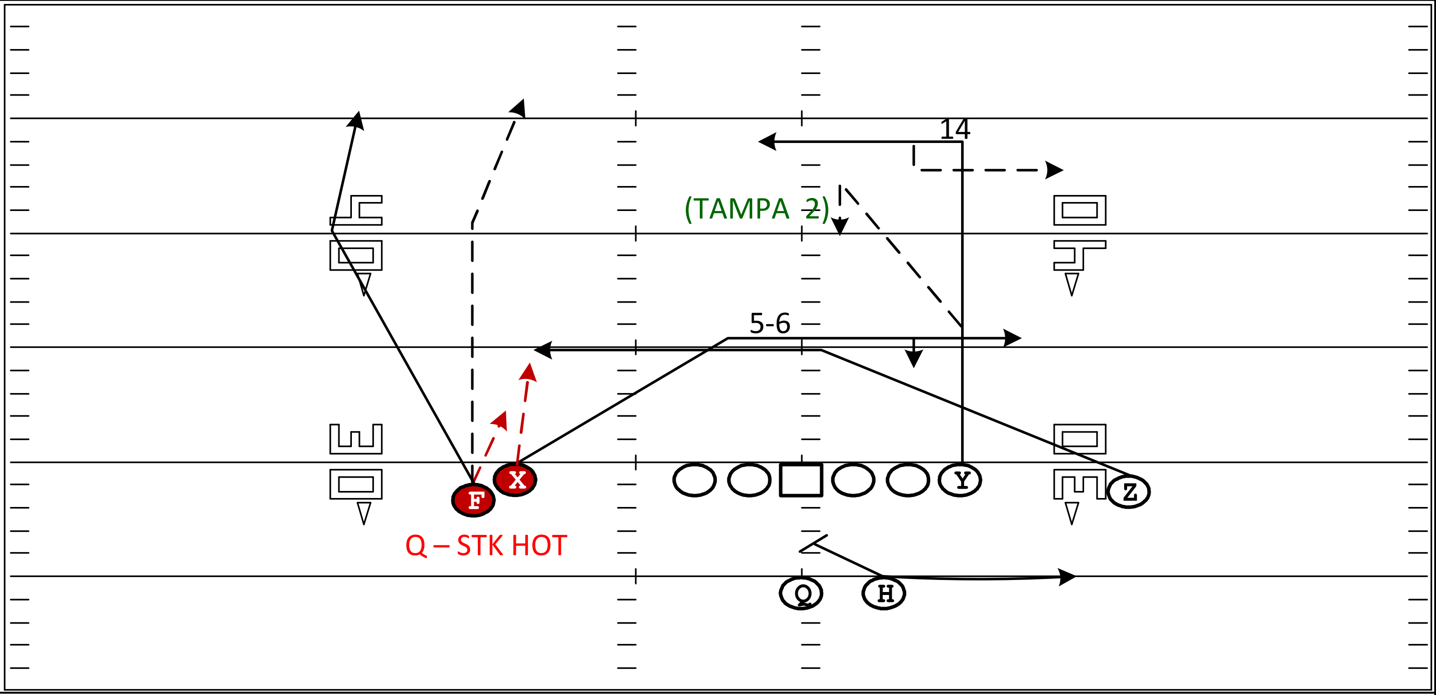
(K) DICE RT F MO 62 F RAIDER X SHAVE

39.



(K) FLIP RT Z MO 62 Z RAIDER X SHAVE

G DBL RT 77 F BANG Z SCRAPE



Protection: 76/77 – 'H' CHK MIKE/SAM TO 4 STG/4 WK

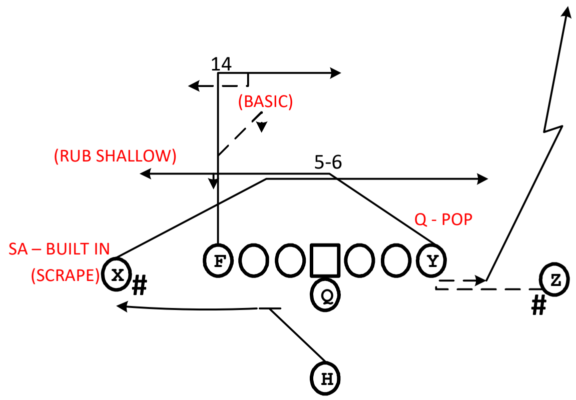
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	SCRAPE	#'S	INSIDE	RUN OFF RUB SHALLOW	NONE	NONE
X	RUB SHALLOW	STACK	INSIDE	5-6 YDS	SIT VS ZONE	Q – STACK HOT
Y	BASIC	ATTACHED	VERTICAL/ OUTSIDE	14 YDS	2 MAN – FLASH TAMPA 2 - BUC	NONE
F	BANG	STACK	OUTSIDE	10 YDS	BANG RULES	NONE
H	CHK SWING	HOME	N/A	N/A	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = BANG – SCRAPE – BASIC – SHALLOW - SWING
2 Hi = BANG – SCRAPE – BASIC – SHALLOW - SWING

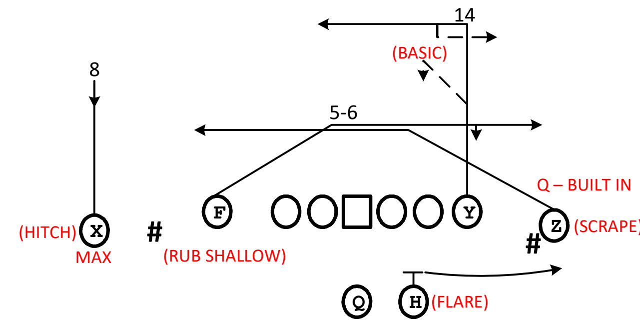
SCRAPE VARIATIONS

1.



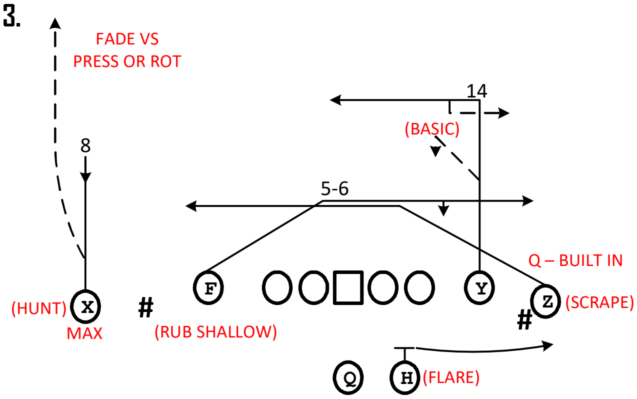
(A/R) DEUCE RT Z PL 62 Z MOVE GO X SCRAPE

2.



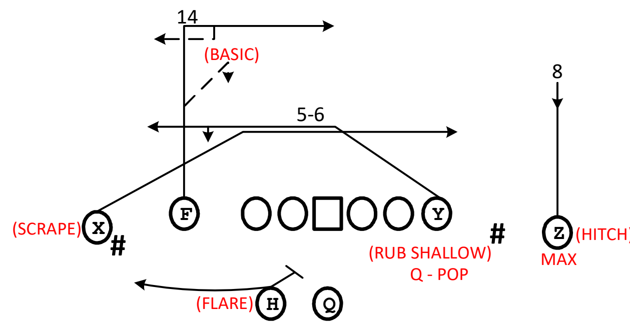
(K) G DICE RT 74 Z SCRAPE X HITCH

3.



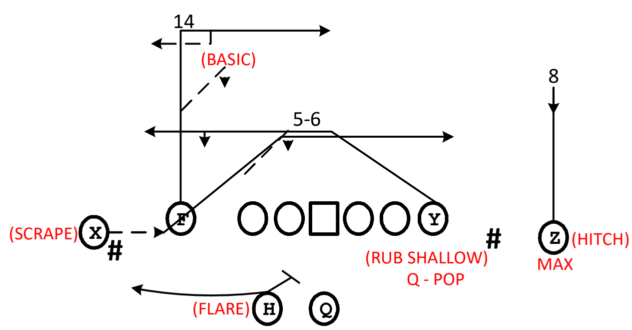
(F) G DICE RT 74 Z SCRAPE X HUNT

4.



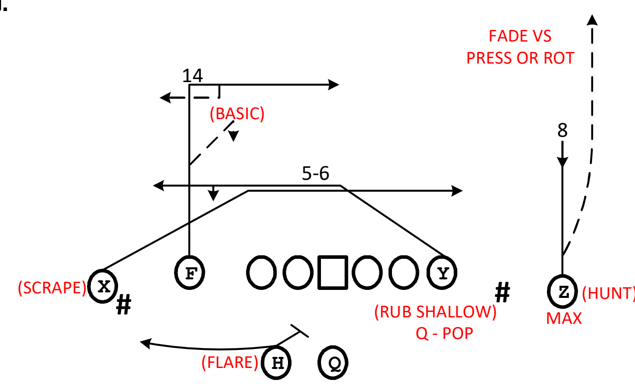
(K) G DICE RT 76 Z HITCH X SCRAPE

5.



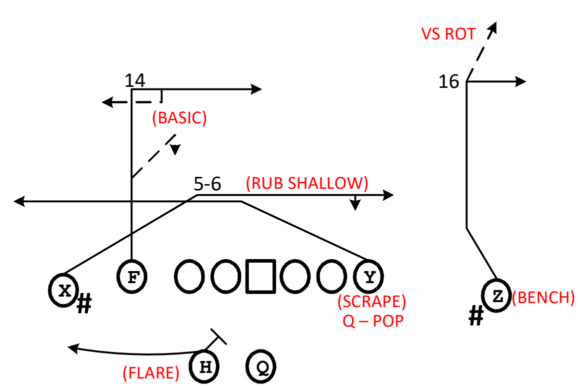
(K) G DICE RT X SH 76 Z HITCH X SCRAPE

6.



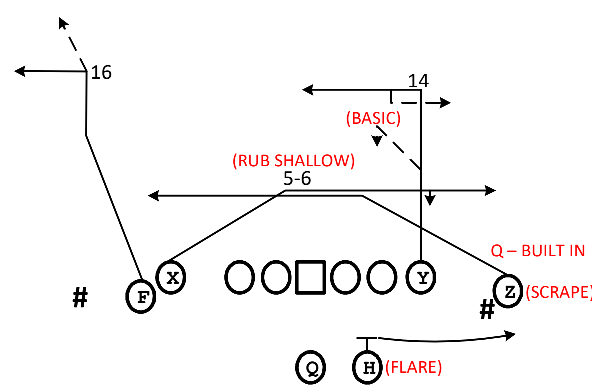
(K) G DICE RT 76 Z HUNT X SCRAPE

7.



(K) G DICE RT 76 Z BENCH Y SCRAPE

8.

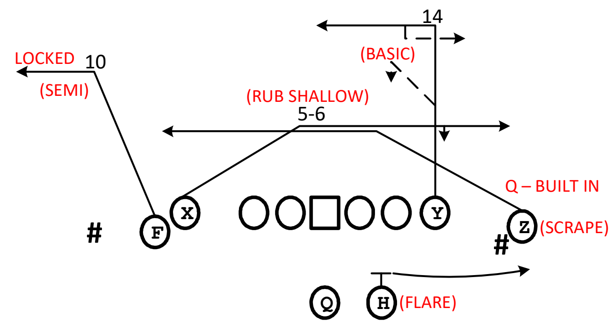


(K) G DBL RT 74 Z SCRAPE F BENCH

ARIZONA CARDINALS

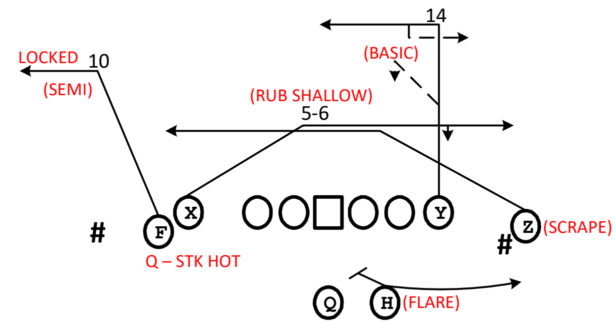
SCRAPE VARIATIONS

9.



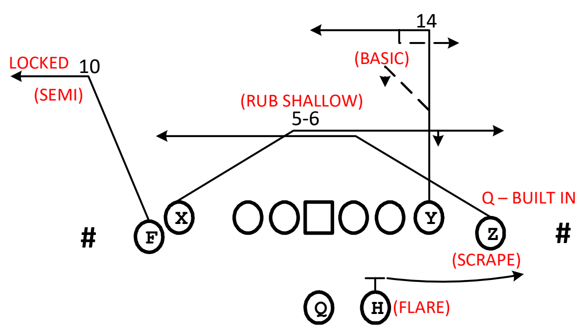
(K) G DBL RT 74 Z SCRAPE F SEMI

10.



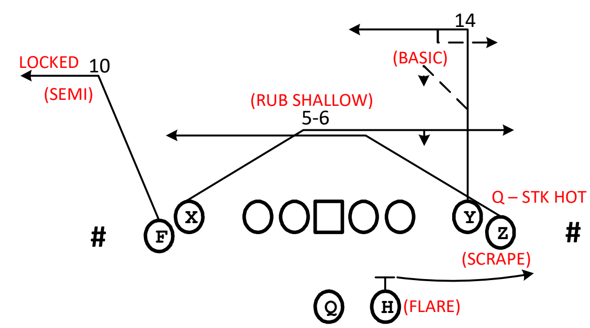
(K) G DBL RT 77 F SEMI Z SCRAPE

11.



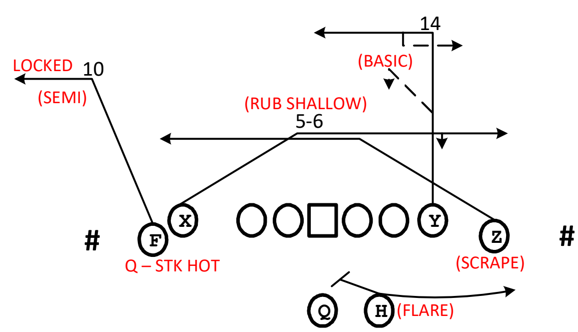
(K) G DUO RT 74 Z SCRAPE F SEMI

12.



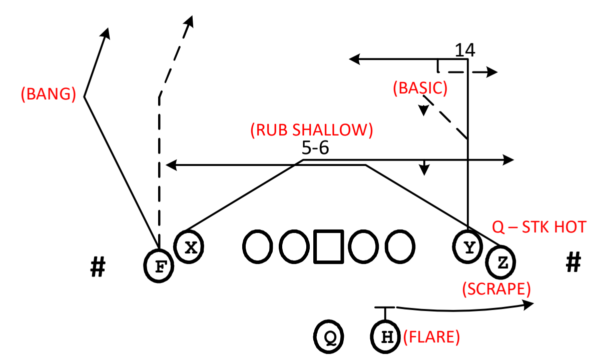
(JO) G DUO RT 74 Z SCRAPE F SEMI

13.



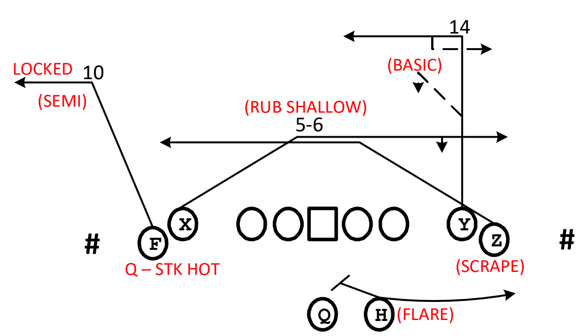
(K) G DUO RT 77 F SEMI Z SCRAPE

14.



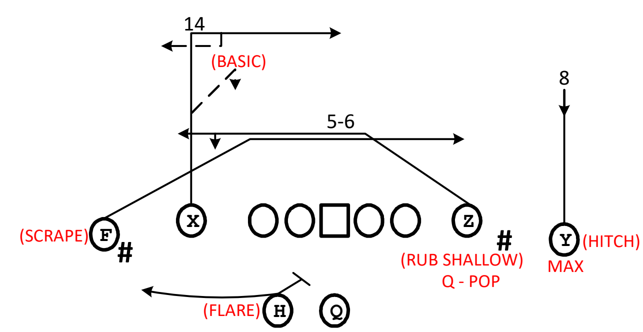
(F) G DUO RT 74 Z SCRAPE F BANG

15.



(F) G DUO RT 77 F SEMI Z SCRAPE

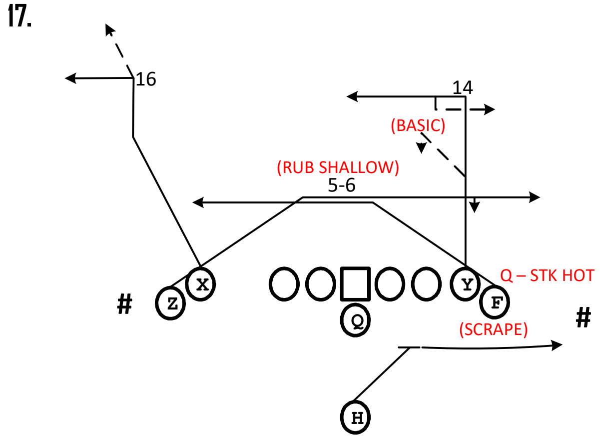
16.



(K) G WIDE DOC RT 76 Y HUNT F SCRAPE

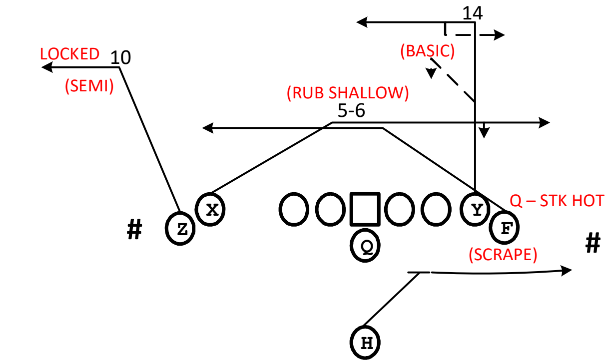
SCRAPE VARIATIONS

17.



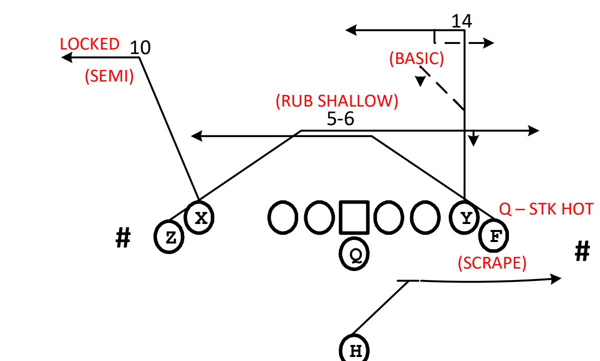
(A/R) FAX RT 74 F SCRAPE X BENCH

18.



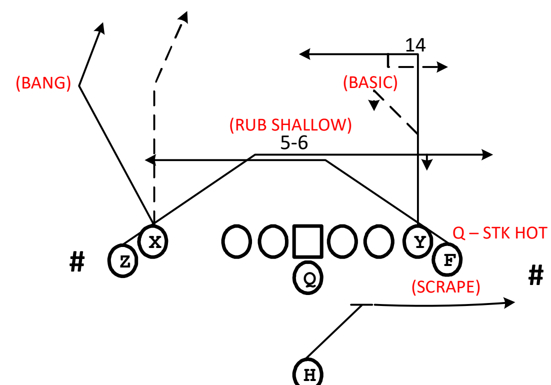
(A/R) FAX RT 74 F SCRAPE Z SEMI

19.



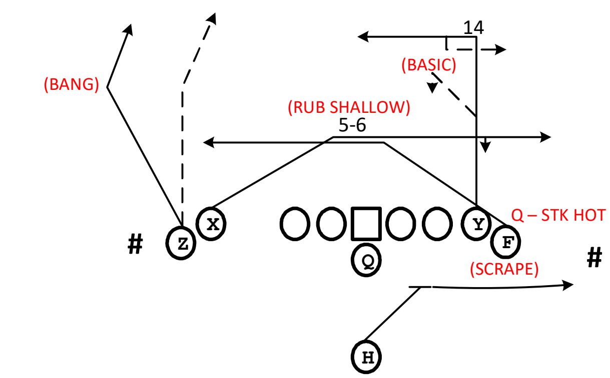
(A/R) FAX RT 74 F SCRAPE X SEMI

20.



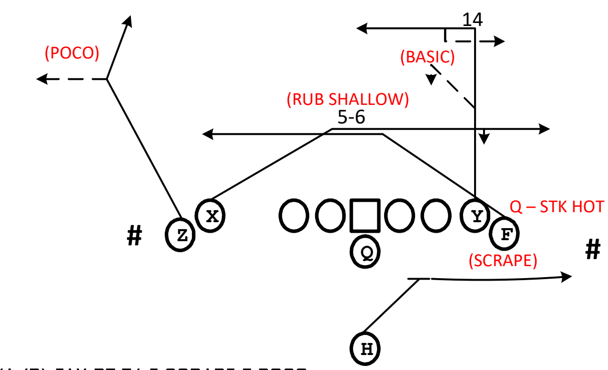
(A/R) FAX RT 74 F SCRAPE X BANG

21.



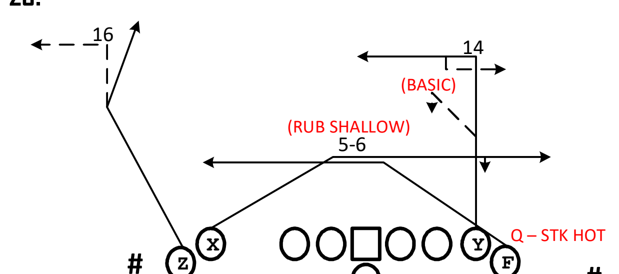
(A/R) FAX RT 74 F SCRAPE Z BANG

22.



(A/R) FAX RT 74 F SCRAPE Z POCO

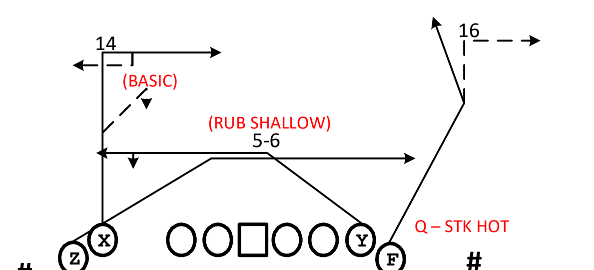
23.



SIGNAL TO QB IF YOU RUN **(BENCH) – SAME SIGNAL AS CHOP**

(A/R) FAX RT 74 F SCRAPE Z PUB

24.

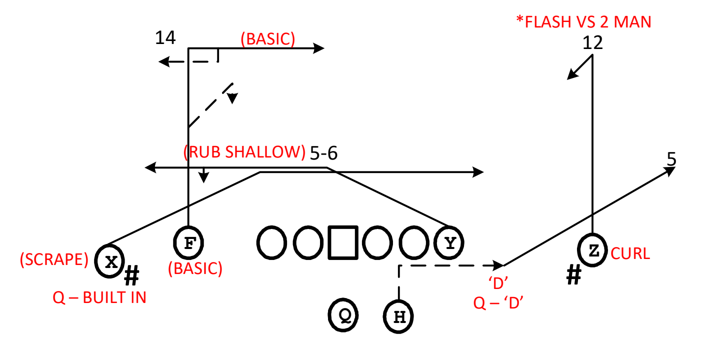


SIGNAL TO QB IF YOU RUN **(BENCH) – SAME SIGNAL AS CHOP**

(K) G FAX RT 76 F PUB Z SCRAPE

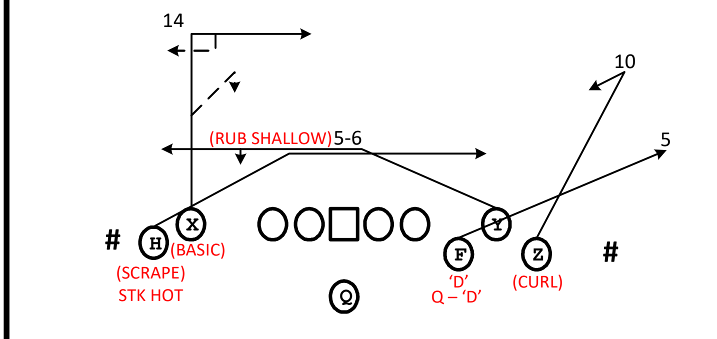
SCRAPE VARIATIONS

25.



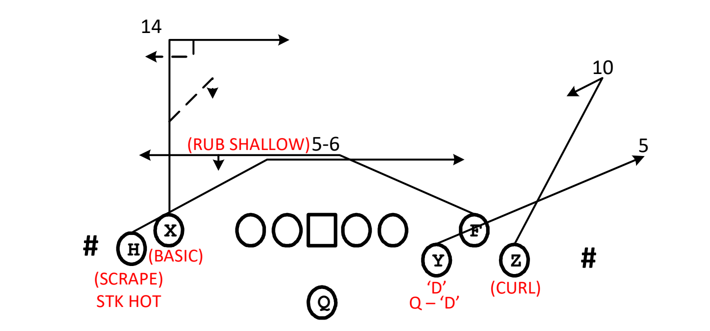
(K) G DICE RT H MO 52 LK CHARLIE X SCRAPE

26.



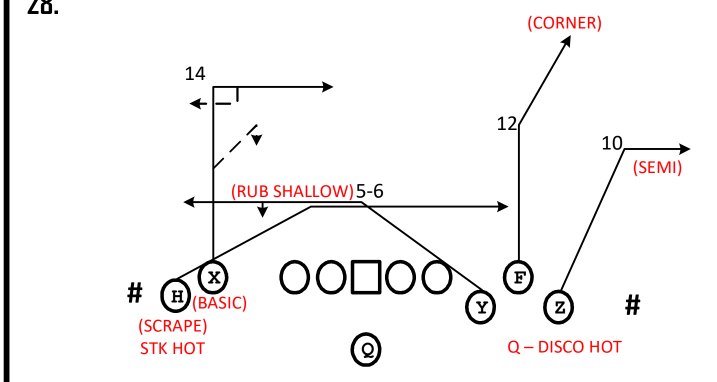
(A/R/K) G BUNCH RT HEX 52 LK CHARLIE H SCRAPE

27.



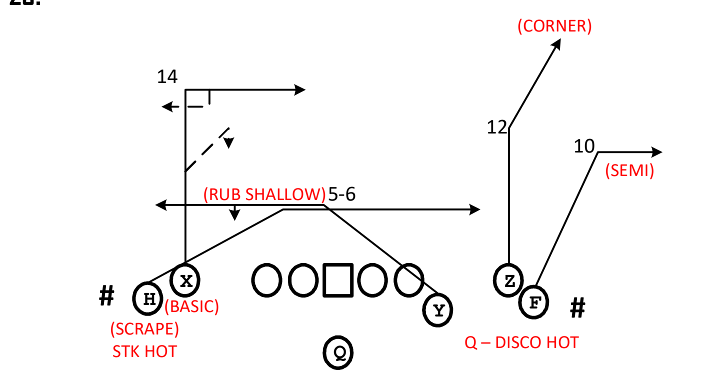
(K) G F BUNCH RT HEX 52 LK CHARLIE H SCRAPE

28.



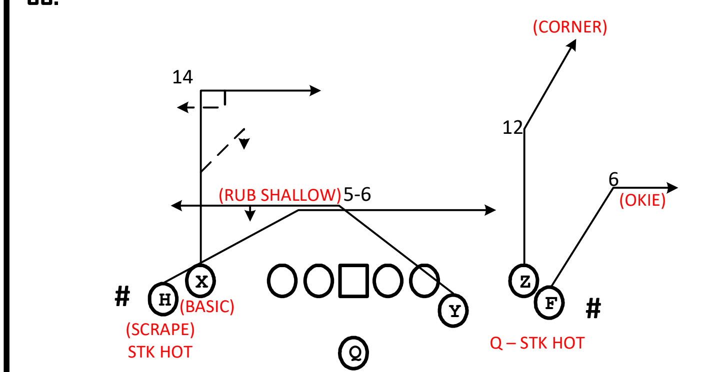
(K) G F BUNCH RT 52 SMURF H SCRAPE

29.



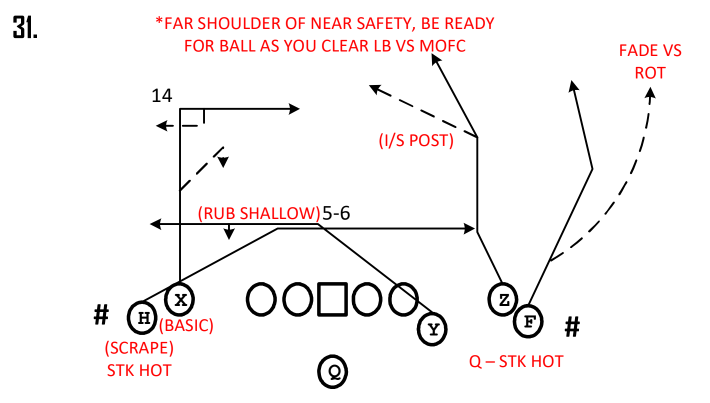
(K) G TROUBLE RT HEX 52 SMURF H SCRAPE

30.



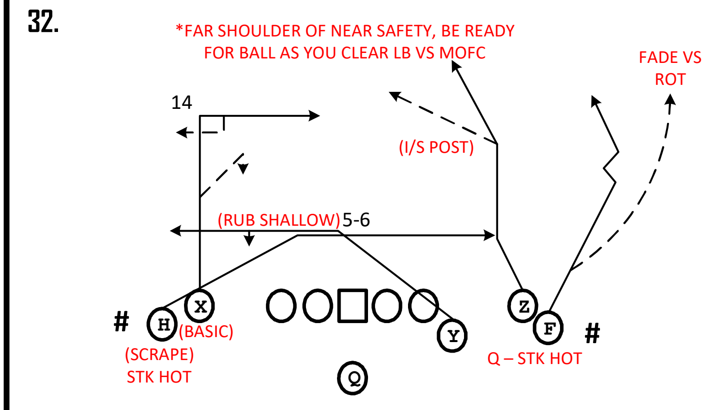
(K) G TROUBLE RT HEX 52 OKIE H SCRAPE

31.



(K) G TROUBLE RT HEX 52 DBL POST H SCRAPE

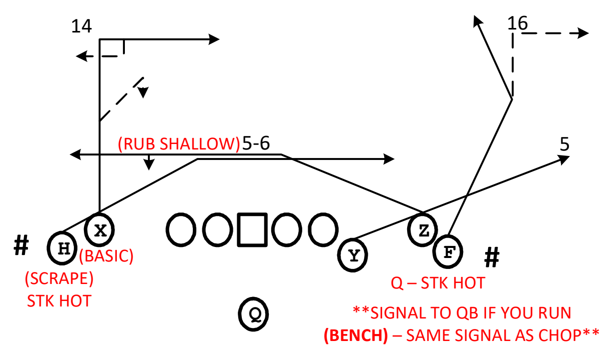
32.



(K) G TROUBLE RT HEX 52 RED DBL POST H SCRAPE

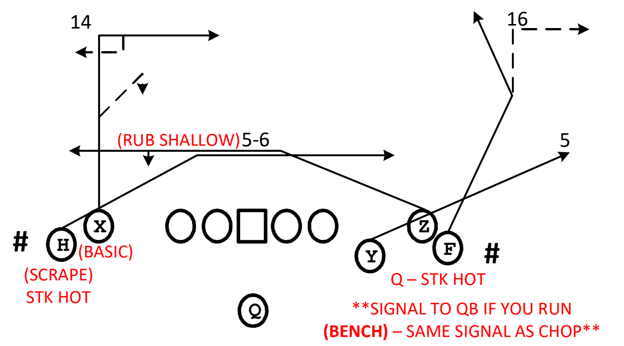
SCRAPE VARIATIONS

33.



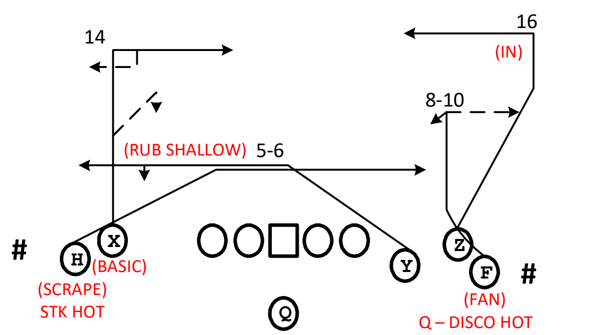
(K) G TROUBLE RT HEX 52 PUB H SCRAPE

34.



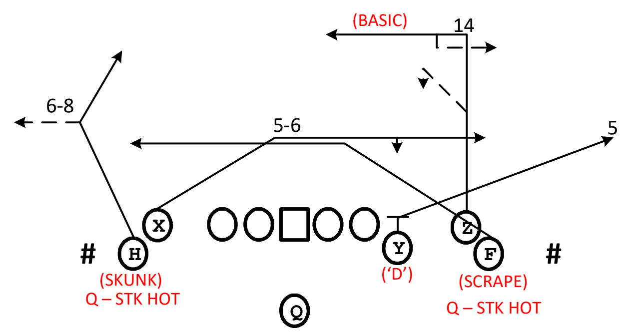
(F) G TROUBLE RT HEX 52 PUB H SCRAPE

35.



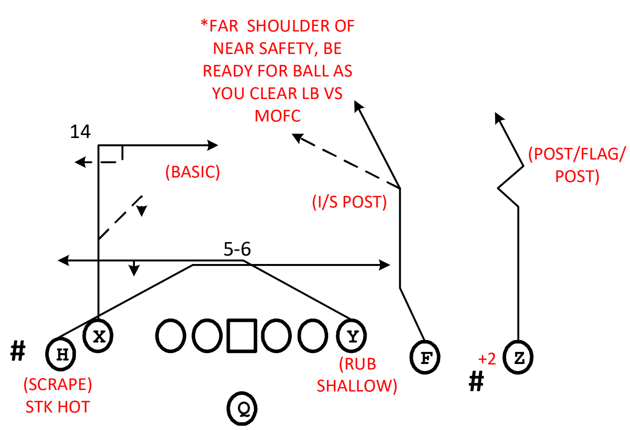
(JD) G TROUBLE RT HEX 52 STOVE H SCRAPE

36.



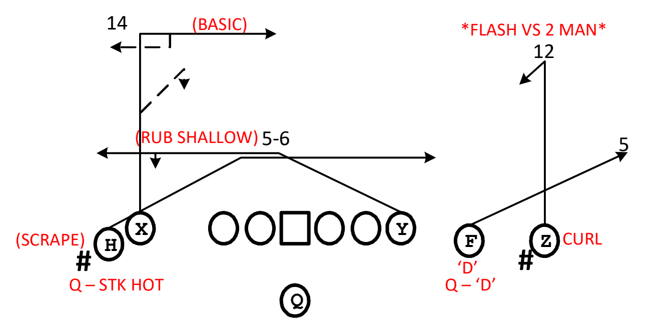
(K) G TROUBLE RT HEX 80 SC F SCRAPE H SKUNK

37.



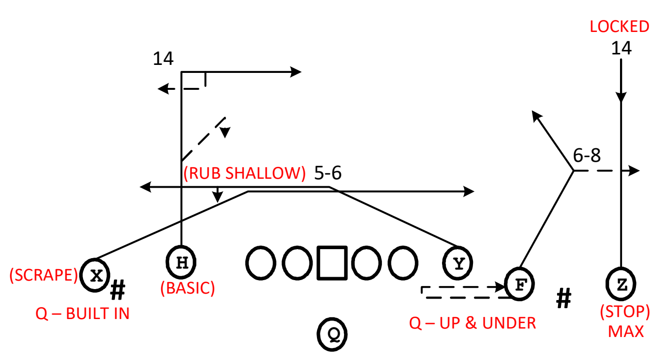
(K) G TRIPS RT HEX 52 RED DBL POST H SCRAPE

38.



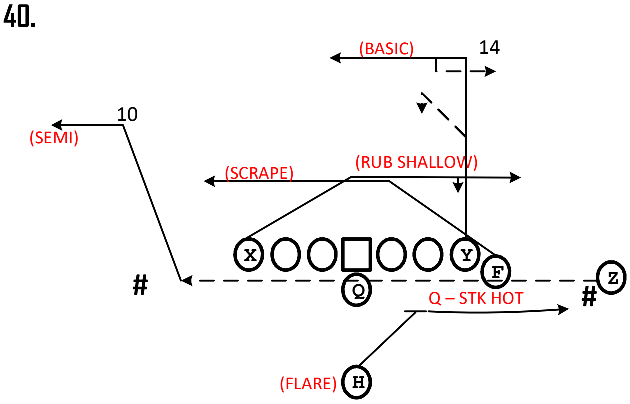
(K) G EMPTY RT HEX 52 LK CHARLIE H SCRAPE

39.



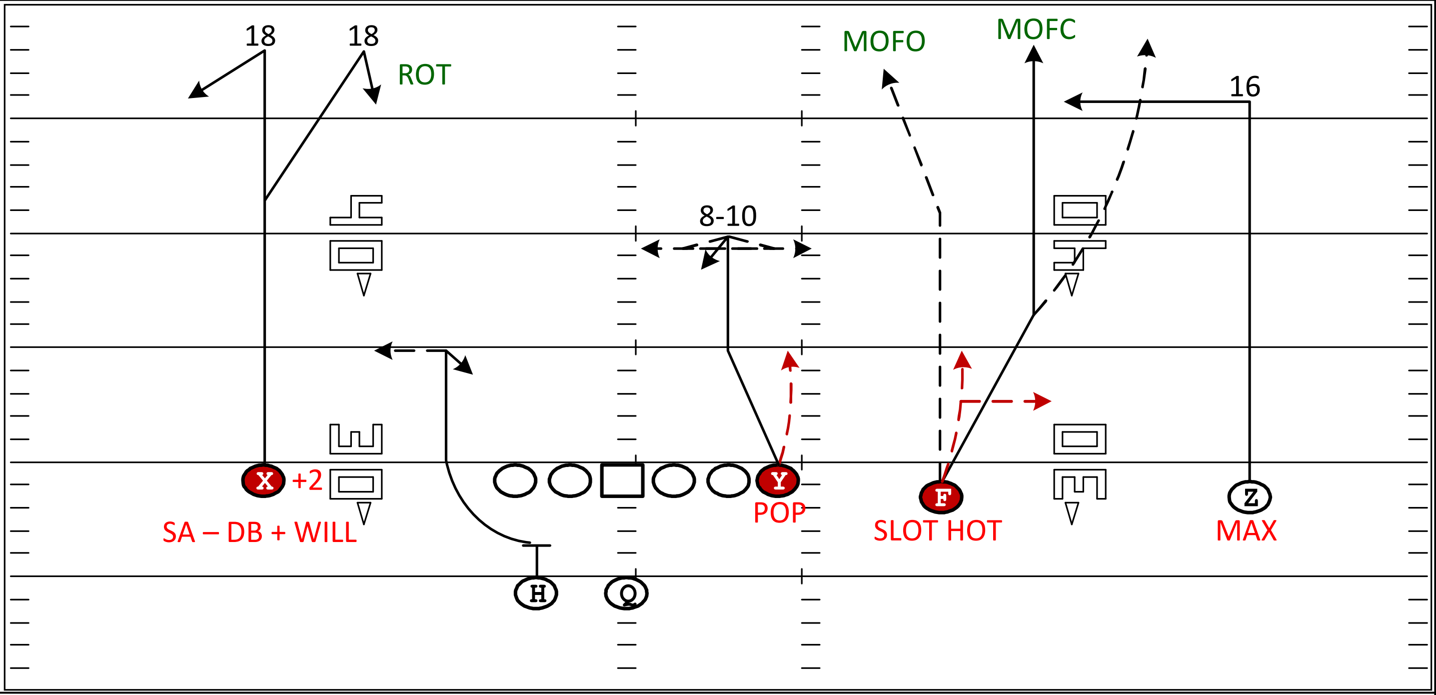
(F) G EMPTY RT F PL 52 F SKUNK X SCRAPE

40.



(C) TITE TREY RT Z FL 74 F SCRAPE Z SEMI

G TRIPS RT 66 INDIGO BUC X CADDY



Protection: 66/67 – 'H' CHK WILL TO 4 WK/SAM/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	IN	MAX	VERTICAL	16 YDS	NONE	NONE
X	CADDY	+2	VERTICAL	18 YDS	ROT = DRIVE 2 MAN = FLASH	DB + WILL
Y	BUC	ATTACHED	INSIDE	8-10 YDS	VS MAN = WIN	POP
F	SEAM READ	SLOT	VARIES	12 YDS	MOFC = SEAM MOFO = CHUTE MAN = DBF	SLOT HOT
H	CHK FAN	HOME	N/A	5 YDS	SIT VS ZONE RUN VS MAN	NONE

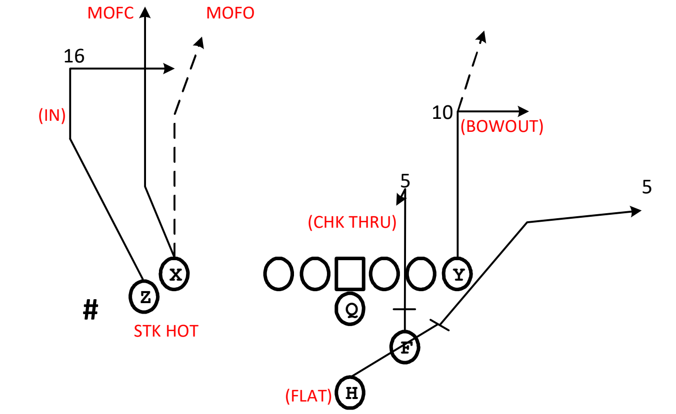
QB Action = 7 Step

QB Read
1 Hi = ALERT CADDY: IN – BUC – CHK FAN
2 Hi = SEAM – IN – BUC – FAN

ARIZONA CARDINALS

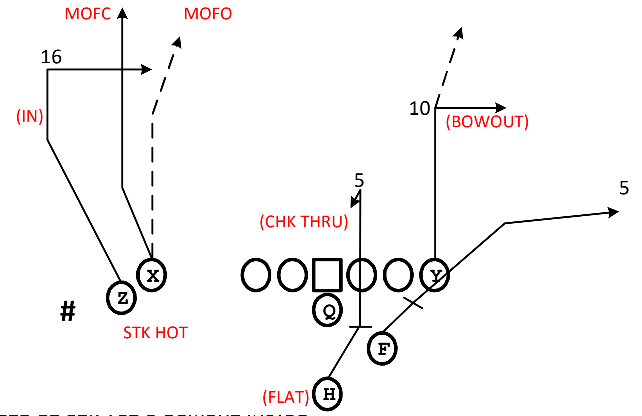
INDIGO VARIATIONS

1.



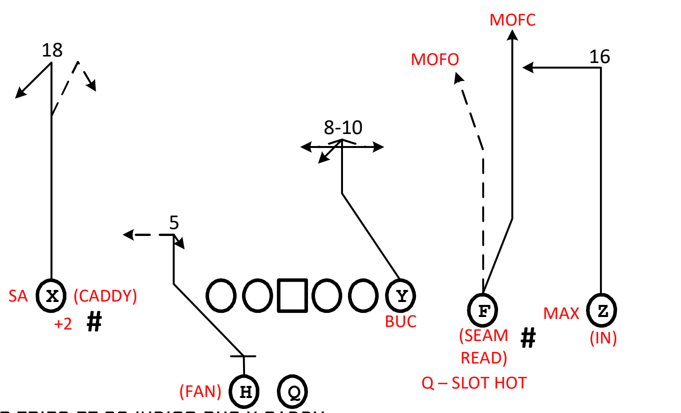
(A/R) STR RT STK ACT 2 BOWOUT INDIGO

2.



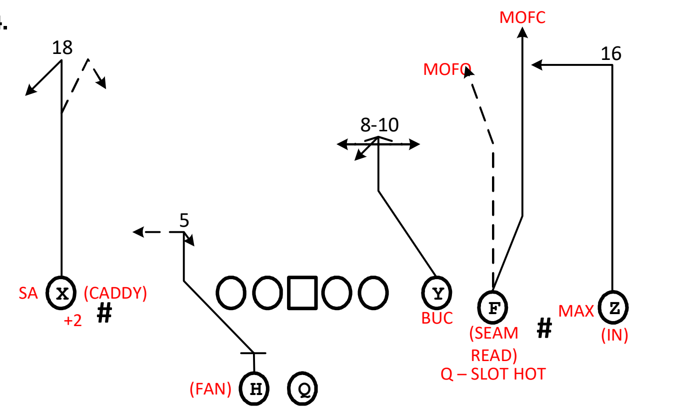
(A/R) STR RT STK ACT 6 BOWOUT INDIGO

3.



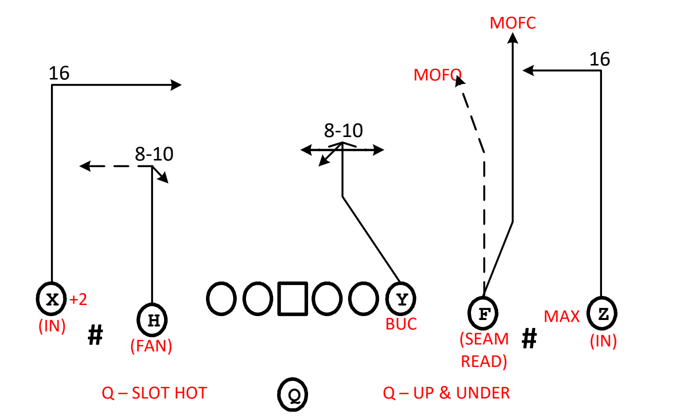
(K) G TRIPS RT 66 INDIGO BUC X CADDY

4.



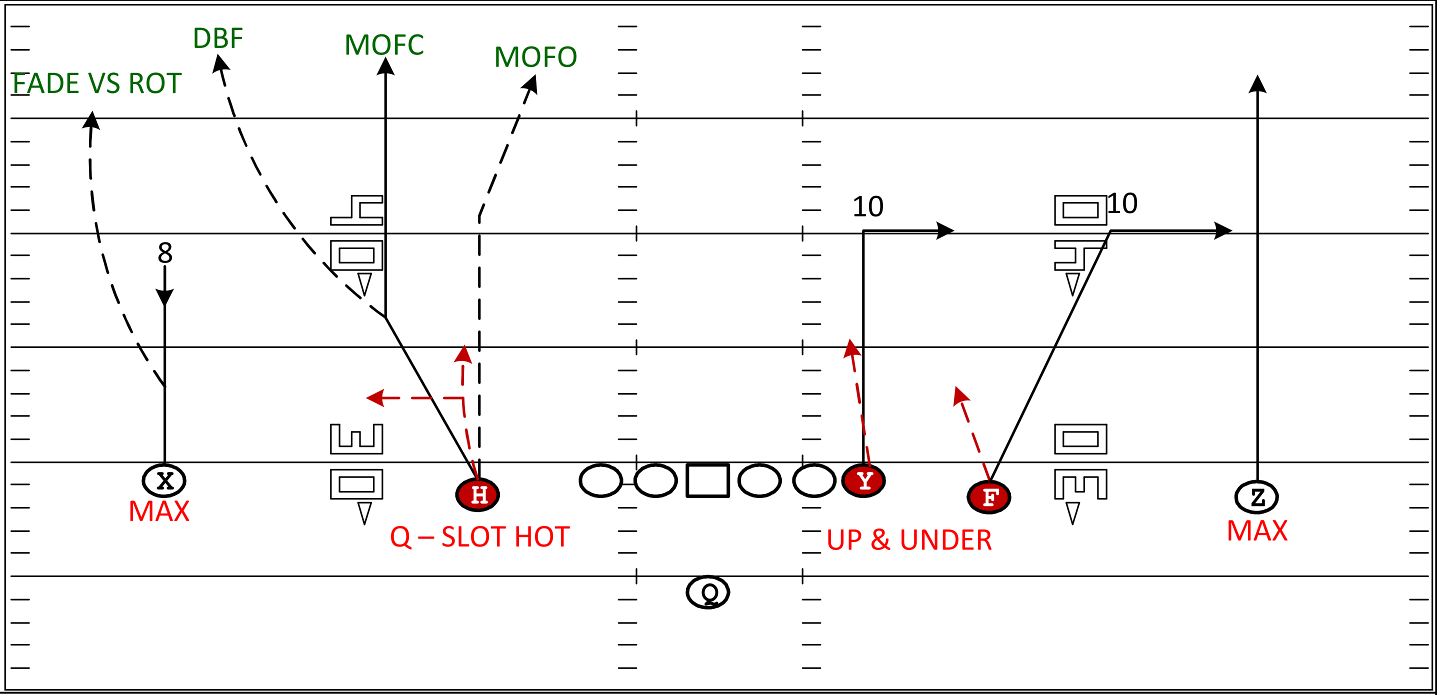
(JD) G TRIPS RT 66 INDIGO BUC X CADDY

5.



(RO) G EMPTY RT 52 INDIGO BUC STOVE

G EMPTY RT 52 TOG X HITCH



Protection: 52/53 – OL 4 DOWN DUAL MIKE/SAM

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	PROTECTION GO	MAX	PROTECTION	N/A	NONE	NONE
X	HITCH	MAX	VERTICAL	8 YDS	FADE VS ROT	NONE
Y	OUT	ATTACHED	VERTICAL	10 YDS	NONE	UP & UNDER
F	SEMI	SLOT	OUTSIDE	10 YDS	NONE	UP & UNDER
H	SEAM READ	SLOT	VARIES	12 YDS	MOFC = SEAM MOFO = CHUTE MAN = DBF	Q - SLOT HOT

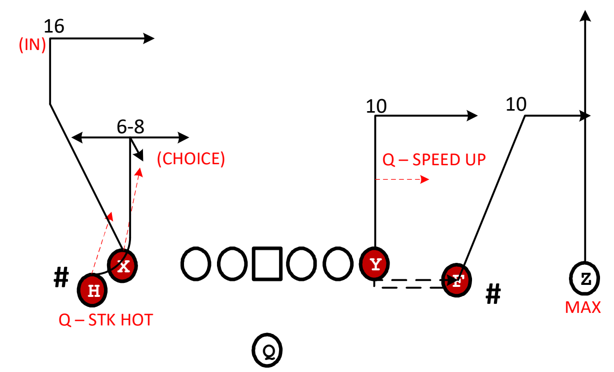
QB Action = 5 Step

QB Read
1 Hi = ALERT HITCH – SEAM OR TOG SIDE – OUTSIDE IN
2 Hi = ALERT SEAM / TOG – INSIDE OUT

ARIZONA CARDINALS

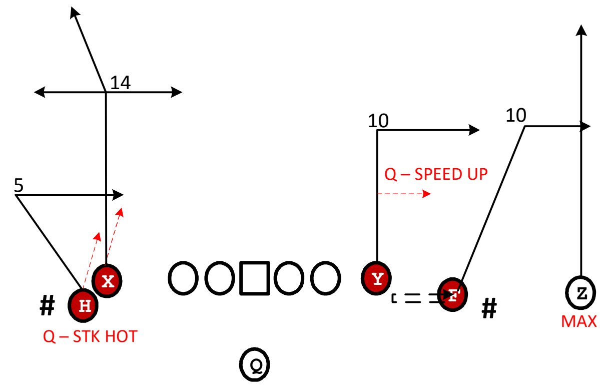
TOG VARIATIONS

1.



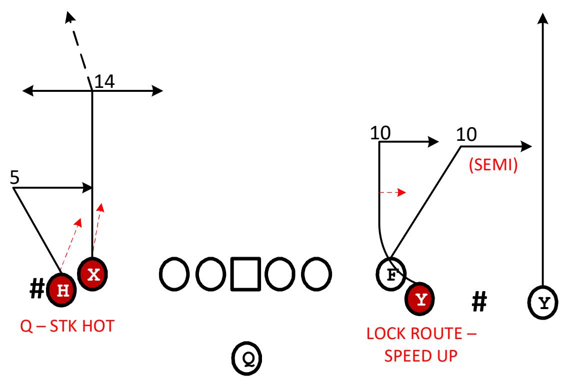
(K) G TRIPS RT HEX F PL 52 LK TOG CHIN

2.



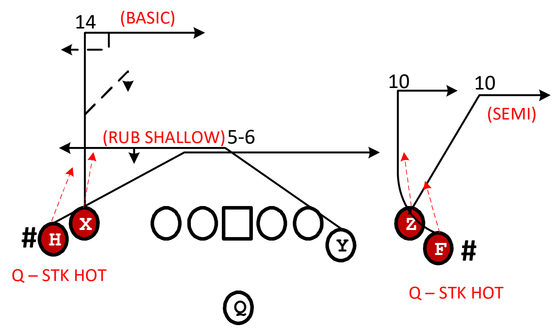
(5) G TRIPS RT HEX F PL 52 LK TOG FLOUNDER

3.



(F33) G TROY RT HEX 52 LK F TOG FLOUNDER

4.



(H) G TROUBLE RT HEX 52 Z TOG H SCRAPE

5.

()

6.

()

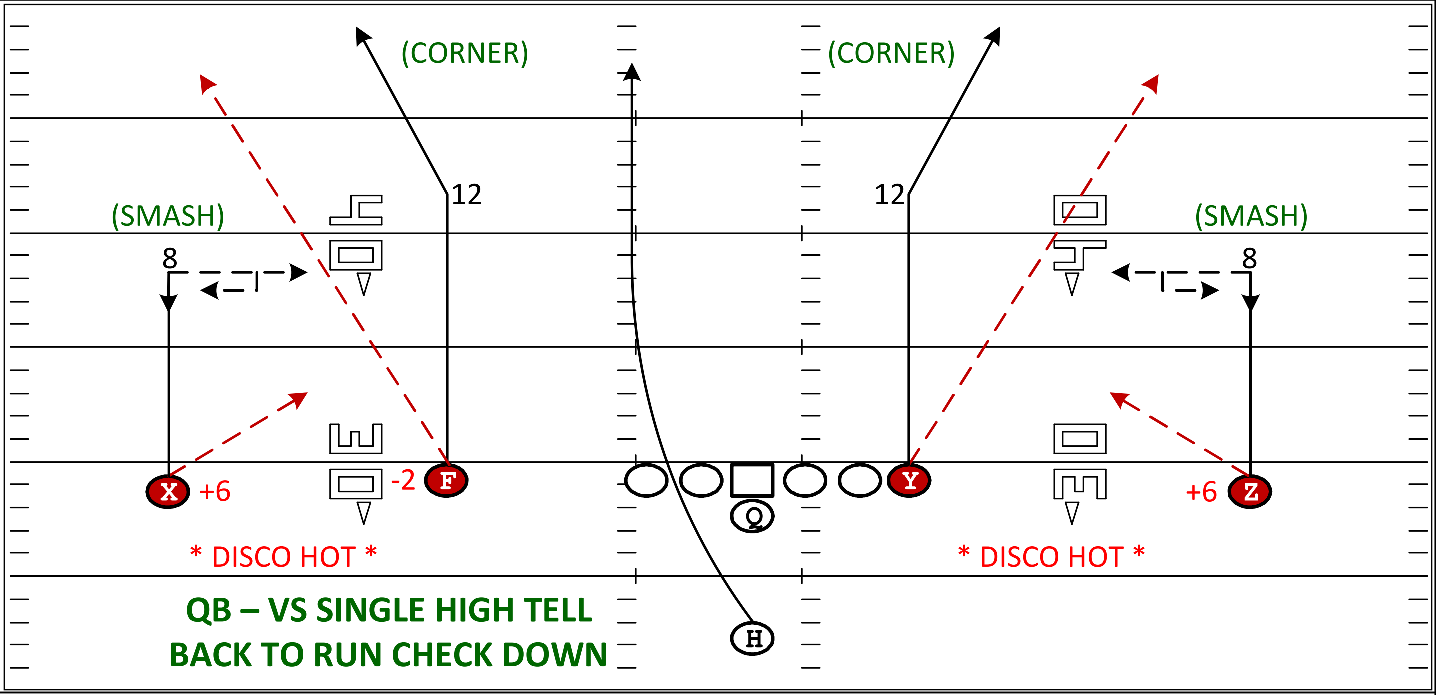
7.

()

8.

()

DICE RT 53 DBL SMASH H GO



Protection: 52/53 – OL 4 DOWN DUAL MIKE/SAM

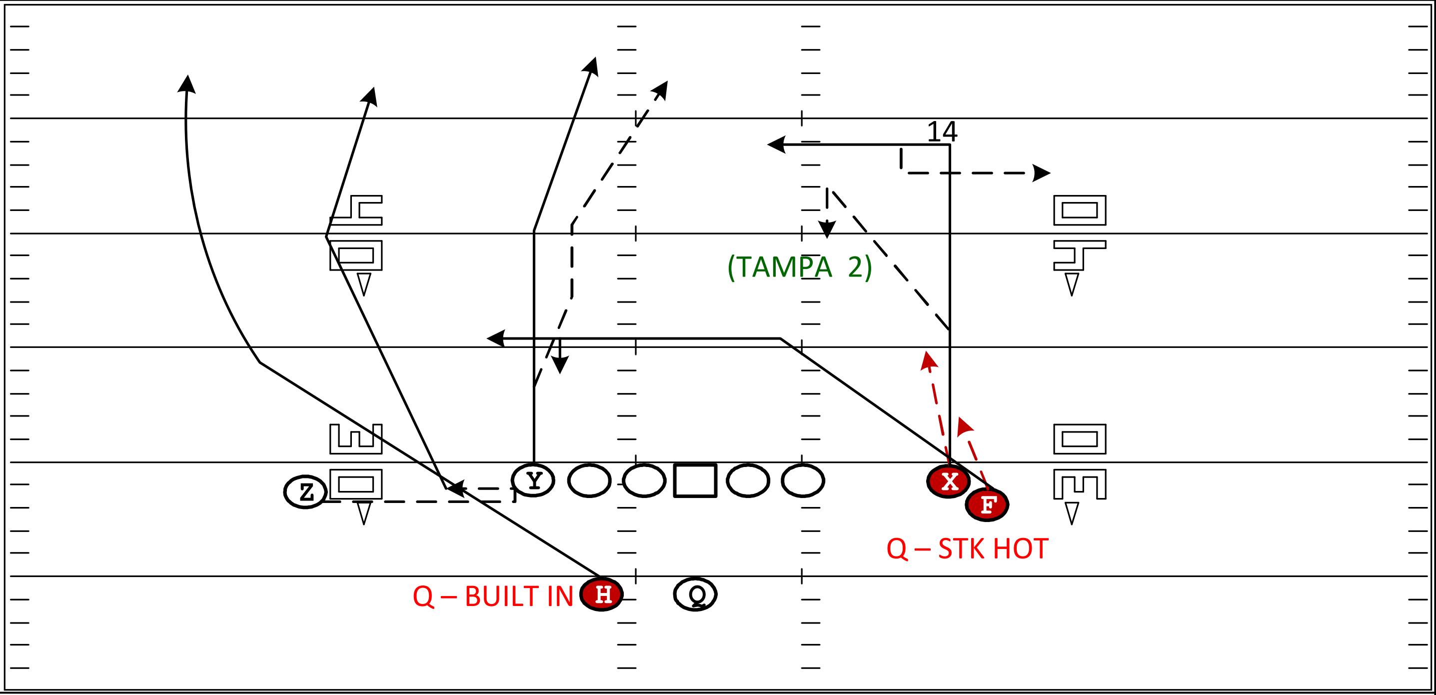
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	SMASH	+6	VERTICAL	8 YDS	IF YOU DON'T GET THE BALL BREAK IN	DISCO HOT
X	SMASH	+6	VERTICAL	8 YDS	IF YOU DON'T GET THE BALL BREAK IN	DISCO HOT
Y	CORNER	ATTACHED	VERTICAL	12 YDS	NONE	DISCO HOT
F	CORNER	-2	VERTICAL	12 YDS	NONE	DISCO HOT
H	FREE RELEASE GO	HOME	N/A	NONE	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = PICK A SIDE – CORNER – SMASH – CHK DOWN
2 Hi = PICK A SIDE – CORNER – SMASH – ALERT H GO

H GO IS BEST VS 2 MAN OR LB'ER THAT IS SETTLING

G DBL LT Z PL 53 DEBO F LEVEL



Protection: 52/53 – OL 4 DOWN DUAL MIKE/SAM

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	BANG	#'S	OUTSIDE	10 YDS	STAY ON VS ROTATION	NONE
X	BASIC	STACK	VERTICAL	14 YDS	2 MAN – FLASH TAMPA 2 - BUC	STK HOT
Y	I/S POST	ATTACHED	VERTICAL	N/A	NONE	NONE
F	SHALLOW	STACK	INSIDE	5 YDS	SIT VS ZONE	STK HOT
H	WHEEL	GUN	OUTSIDE	NONE	LOOK FOR BALL IN FLAT 1ST	Q – BUILT IN ON 'D'

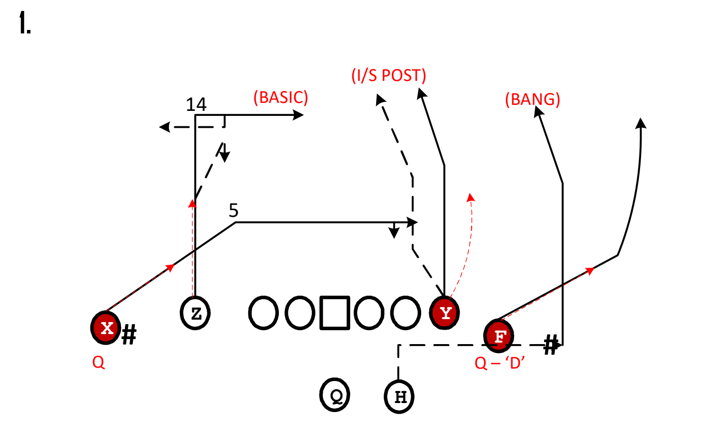
QB Action = 5 Step

QB Read
1 Hi = I/S POST – BANG – WHEEL - SHALLOW
2 Hi = I/S POST – SHALLOW – IN

ARIZONA CARDINALS

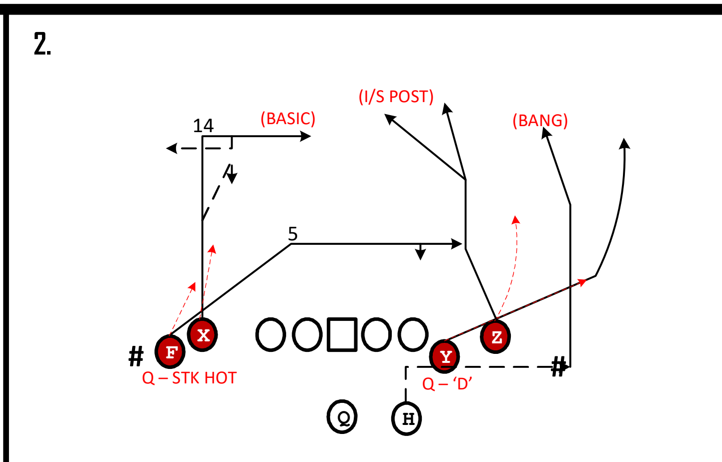
DEBO VARIATIONS

1.



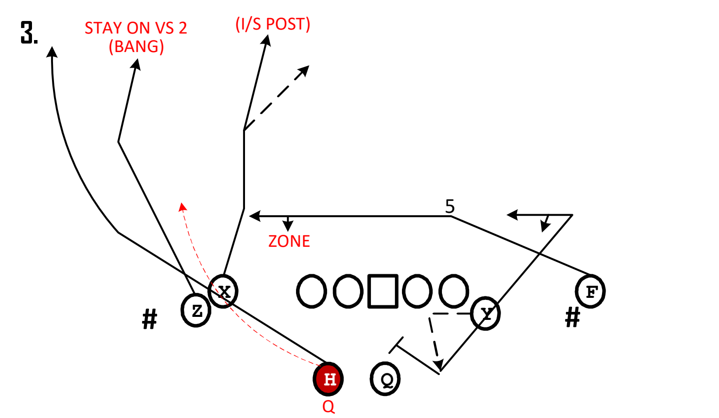
(A) G FLIP RT H MO 52 LK DEBO X LEVEL

2.



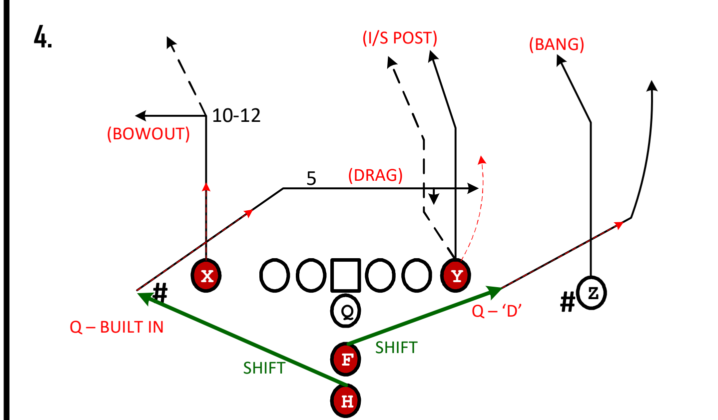
(K) G DUO RT H MO 52 LK Y DEBO F LEVEL

3.



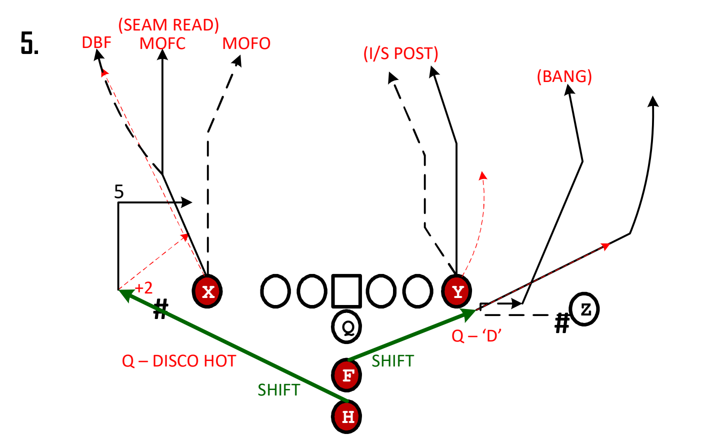
(K) G SWAP FRED RT Y PL 77 HOT DEBO F DRAG

4.



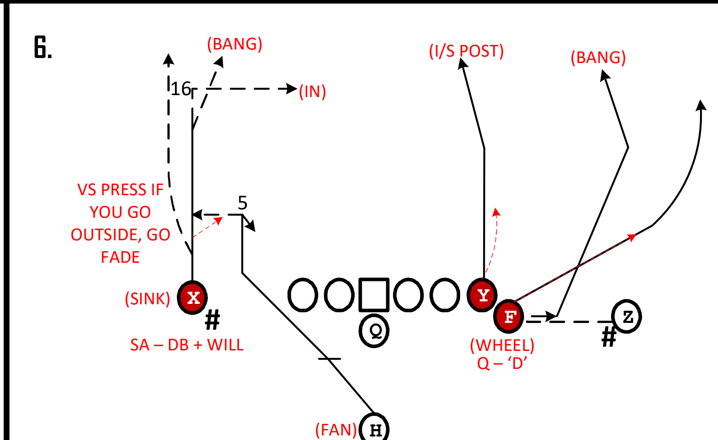
(A) HOP G EMPTY RT HO 52 LK DEBO H DRAG

5.



(A) HOP G TREY RT HO Z PL 52 LK DEBO SNATCH

6.



(A) TREY RT Z PL 66 DEBO SINK

7.

()

8.

()

APRIL 25TH – INSTALL DAY #5 (2016)

SPECIFIC CATEGORY

2 MINUTE PROCEDURE (See Page 3)

RUN GAME

GAP SCHEME REVIEW

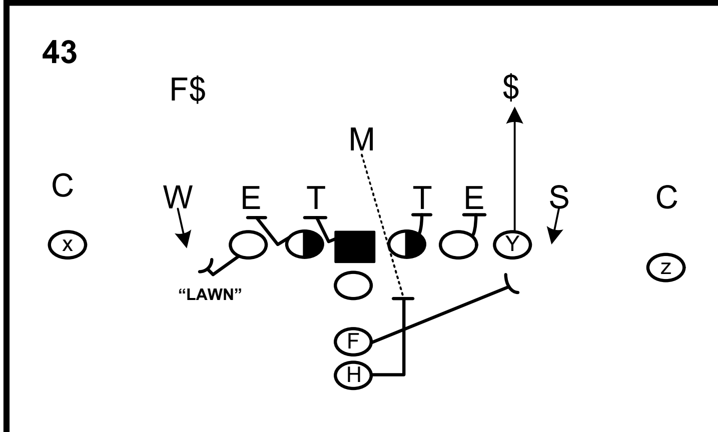
PASS PROTECTIONS

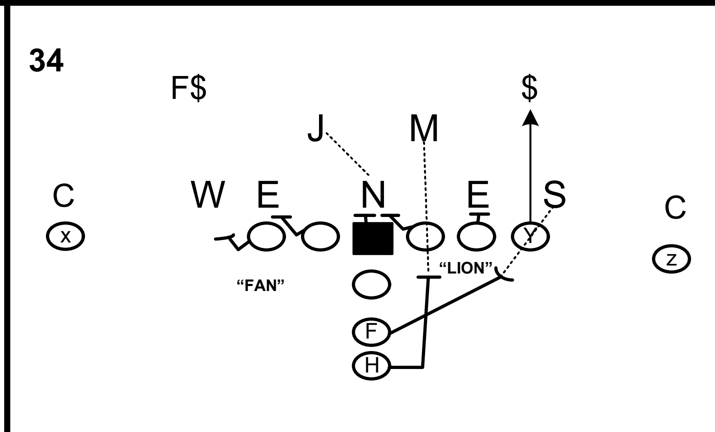
MAN SCHEME REVIEW

ACT 2/3 – 6/7 – 4/5
K 4/5

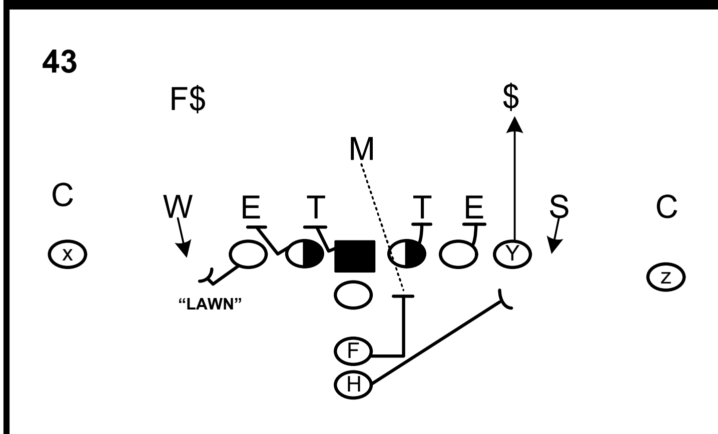
PASS PROTECTIONS

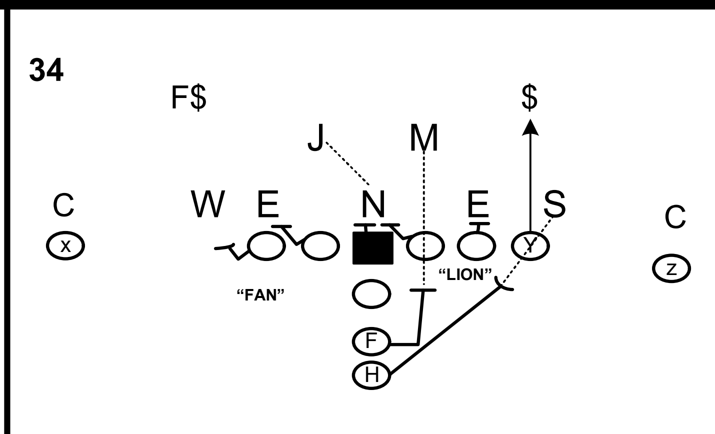
ACT 6 / 7 (ACT 6)



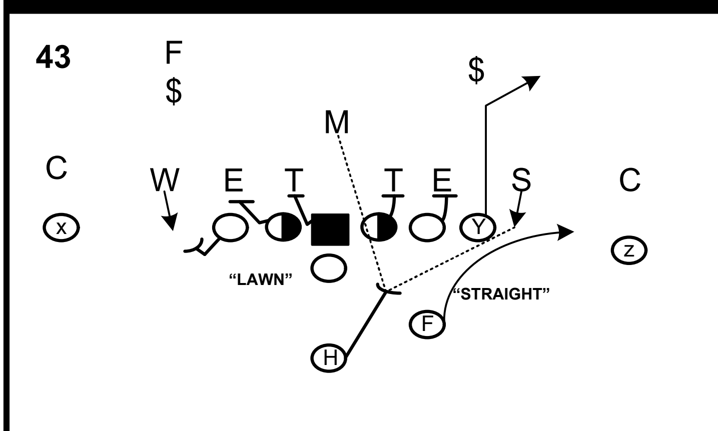


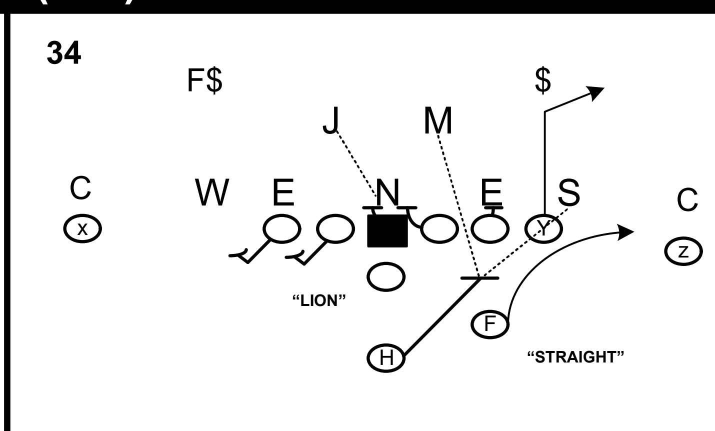
ACT 2 / 3 (ACT 2)





K 4 / 5 (K 4)





2 MINUTE PROCEDURE

2 Minute Clock Rules

On the Snap

-Charged time out
-Change of possession
-Incomplete passes
-Touchbacks
-2 minute warnings
-Backward fumble out of bounds
-All penalties (declined and accepted)
*Penalties that cause the clock to stop – On the whistle

On the Whistle

-Measurements
-Pile Ups
-Undue delay in spotting the ball
-Forward fumble out of bounds
-Backward lateral out of bounds

- Injury with no Timeout will result in a 10 second run off

-If contacted by a defender, the ball carrier must be going forward when he goes out of bounds or the official will not stop the clock.

- "Kill..Kill" - O/S WR's on the ball – everyone facing forward

2 Minute Operation

- We will alert on the sideline when to go 2 minute mode (stay in no huddle until QB calls for the huddle)

- After the first play is complete outside WR will stay on the side they started & inside WR (Y/F) will adjust to formation strength call by the QB

- WR's must know CONCEPTS as a whole because you could be on the frontside or backside

- We are playing the clock – not fighting for more yards – eliminate piles & always hand the ball to the umpire to save as much time as we can

- Alert for two plays in the huddle or two calls (concepts) - EX: Dixie/Devil check

Formation: G Trips RT / LT
G Empty RT / LT

Protection: 66 / 67 – 76/77
52 / 53

Routes: Code words

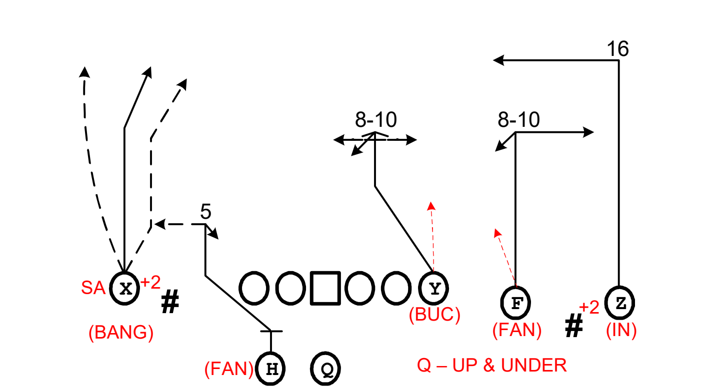
Snap Count: We will use "Go" or "Silent 1"
- The RB must tell the OL which side you are on (Ex: Backs LT)

Ex: "Right, Right...Jet, Jet...Set Go"
"Left, Left...Devil, Devil...Set Go"

2 MIN CALLS : Devil, Dixie, Choice, Sailor, Jet, Dig, Frisco, Tier

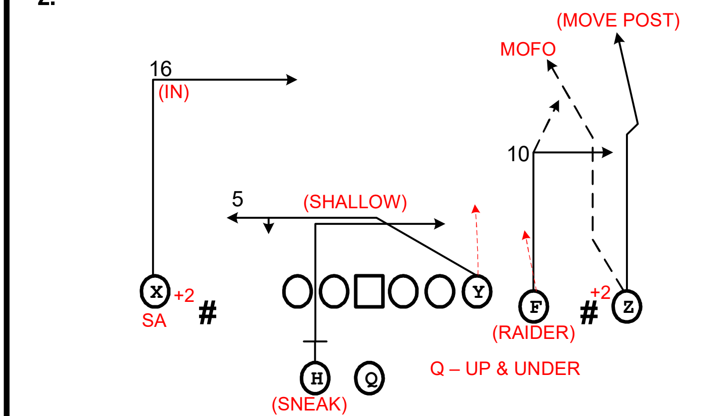
NO HUDDLE - TRIPS

1.



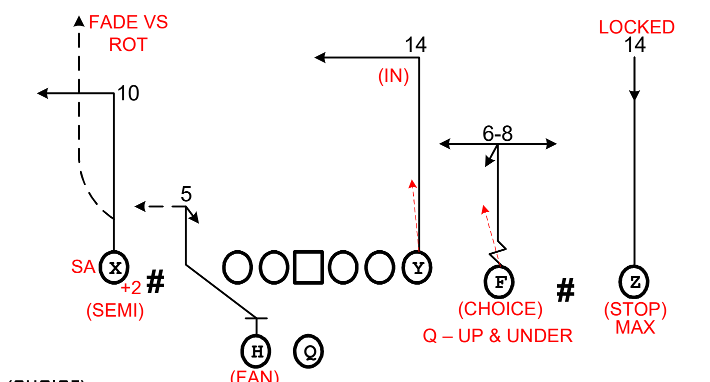
(DEVIL)

2.



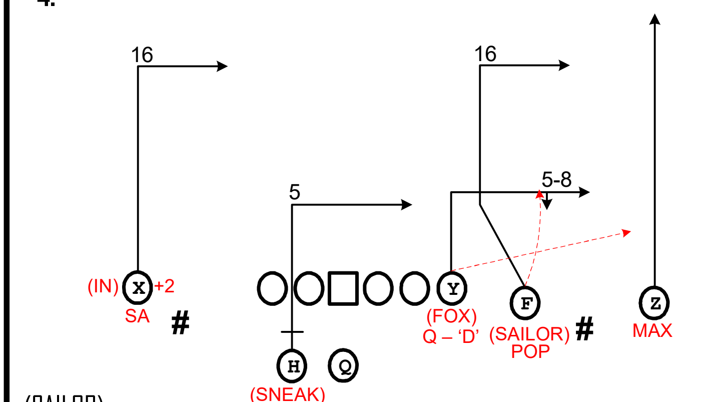
(DIXIE)

3.



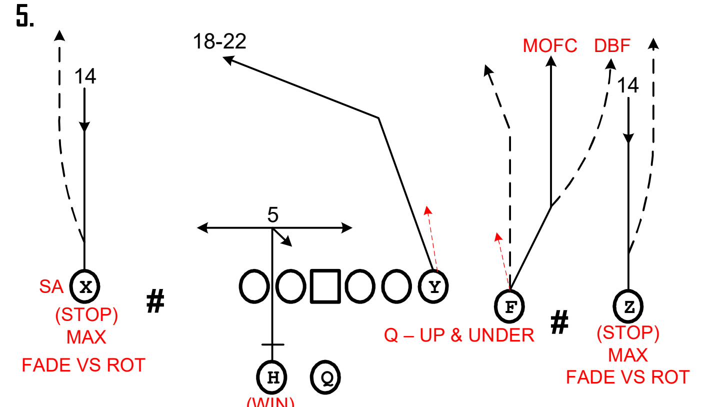
(CHOICE)

4.



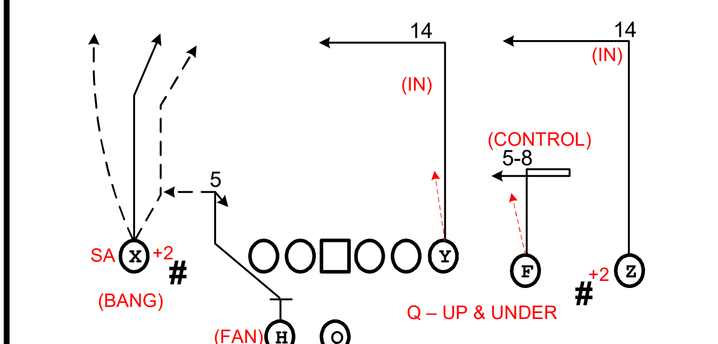
(SAILOR)

5.



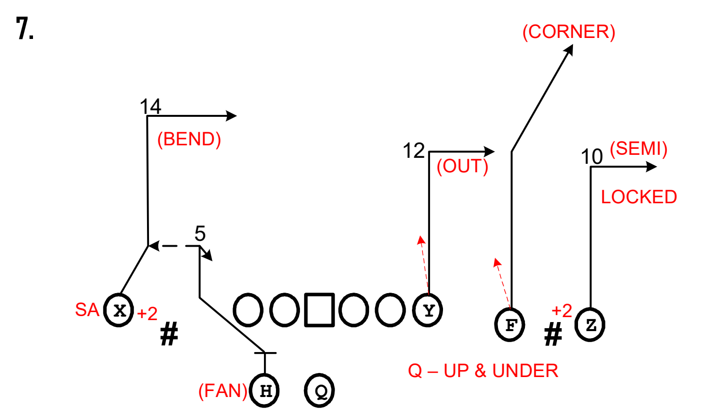
(JET)

6.



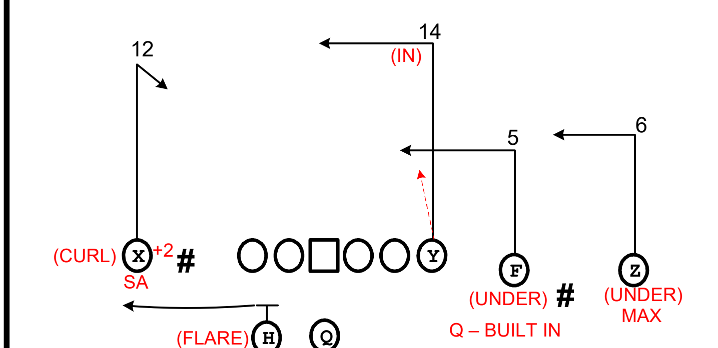
(DIG)

7.



(FRISCO)

8.



(TIER)

CARDINALS OFFENSE

ROUTE INSTALL

DAY #5

Route Installation

1) SKUNK
2) GLANCE
3) WHIP
4) FISH
5) STEELHEAD
6) DIVIDE
7) DIN
8) PIPE
9) BUC
10) TURN
11) LOCO
12) ANGLE
13) TIER
14) SAILOR
15) STAR

HOT / SITES – DAY #5

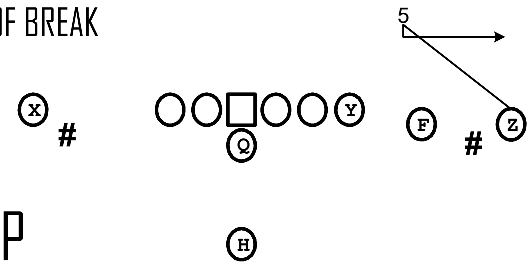
PLAY	Q	SITE
ACT 2/3 4/5 6/7	NONE	MOFE / COV 0
K 4/5	ANY 2 STRONG BUILT IN	1 DB (POSS RAKE/LAWN)

INDIVIDUAL RECEIVER TAGS

1.

+2 SPLIT – INSIDE RELEASE

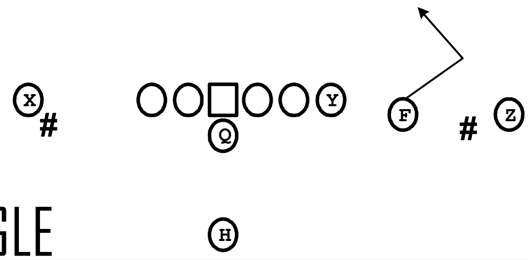
WHIP = 5 YDS – WORK INSIDE TO ALIGNMENT OF RECEIVER INSIDE OF YOU – VS ZONE COVERAGE YOU CAN THROTTLE DOWN – EXPECT BALL ON YOU WHEN YOU GET OUT OF BREAK



WHIP

2.

ANGLE = RUN 'D' ANGLE – BREAK @ 45* TO INSIDE – CATCH POINT IS 4 YDS DOWN FIELD



ANGLE

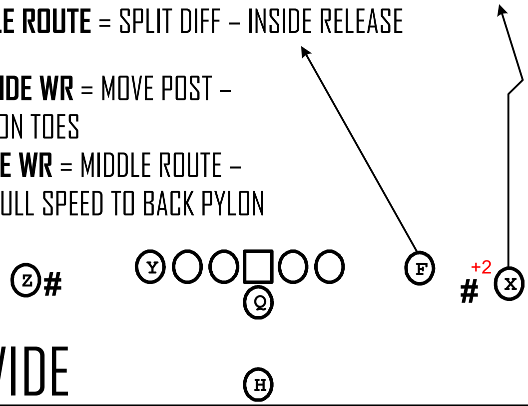
3.

4.

2 MAN CONCEPTS

MOVE POST = +2 SPLIT - VERTICAL RELASE (MOFO – WIN DOWN MIDDLE)
MIDDLE ROUTE = SPLIT DIFF – INSIDE RELEASE

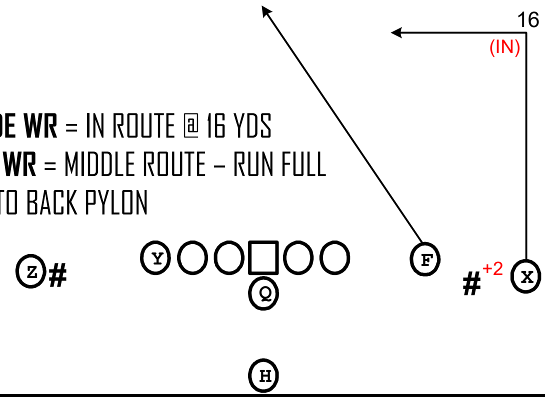
OUTSIDE WR = MOVE POST – STEP ON TOES
INSIDE WR = MIDDLE ROUTE – RUN FULL SPEED TO BACK PYLON



DIVIDE

IN ROUTE = +2 SPLIT SPLIT - VERTICAL RELASE
MIDDLE ROUTE = SPLIT DIFF – INSIDE RELEASE

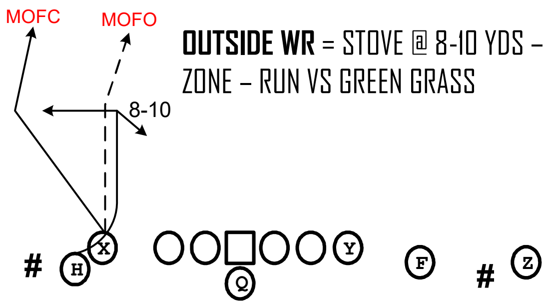
OUTSIDE WR = IN ROUTE @ 16 YDS
INSIDE WR = MIDDLE ROUTE – RUN FULL SPEED TO BACK PYLON



DIN

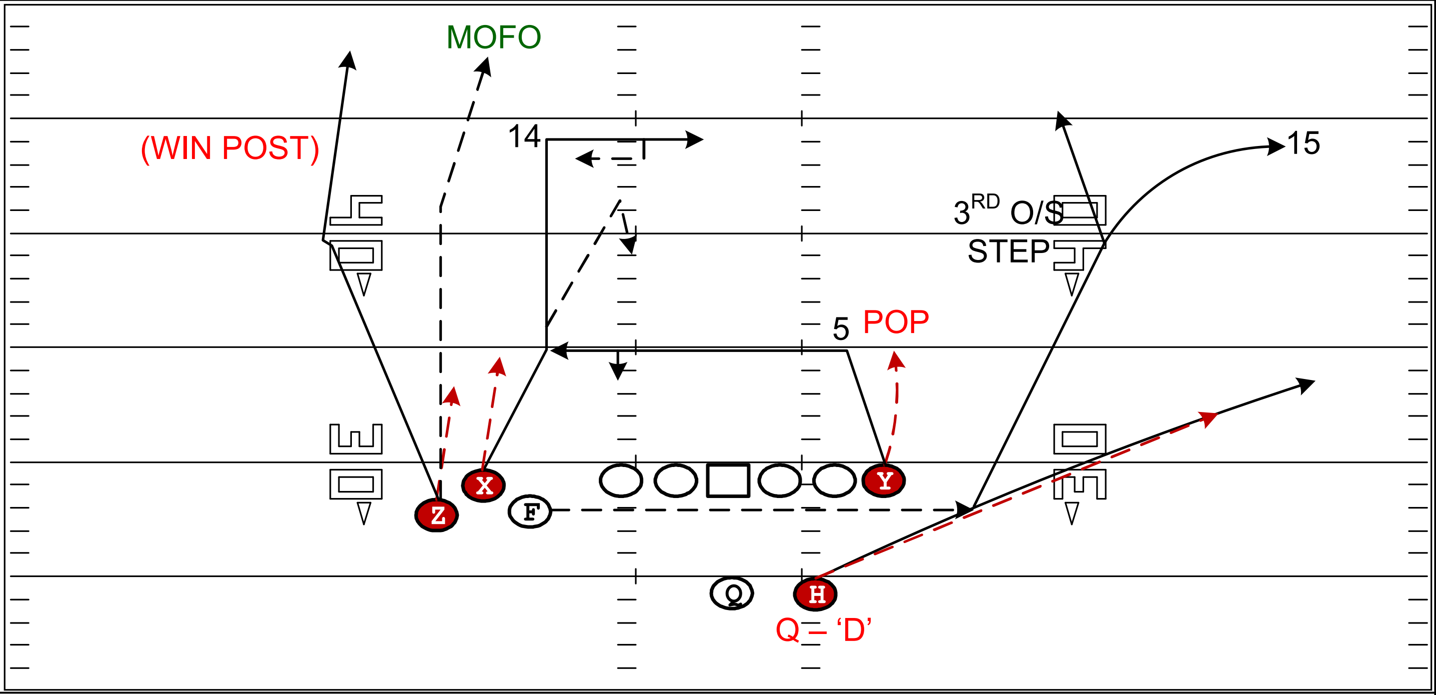
INSIDE WR = BANG – 4TH O/S STEP – BANG OFF CORNER – VS COV 2 BANG OFF BACKER

OUTSIDE WR = STOVE @ 8-10 YDS – SIT VS ZONE – RUN VS GREEN GRASS



PIPE

G RT BOX F MO 52 POCO PIN



Protection: 52/53

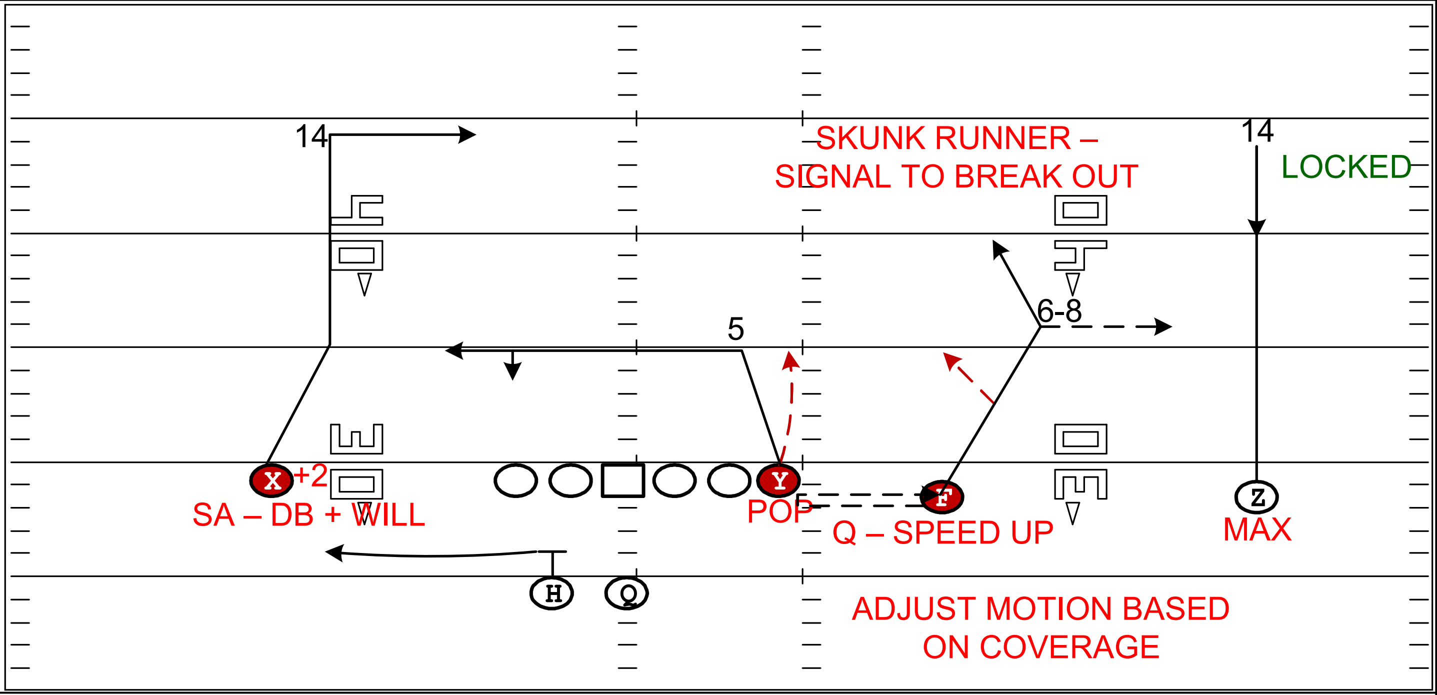
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	WIN POST	BUNCH	OUTSIDE	STEP ON TOES	WIN DOWN MIDDLE VS COV 2	STK HOT
X	BASIC	BUNCH	INSIDE	14 YDS	BUC VS TAM 2 FLASH VS 2 MAN	STK HOT
Y	GRAB SHALLOW	ATTACHED	INSIDE	5 YDS	GRAB DEFENDER SIT VS ZONE RUN VS MAN	POP
F	POCO	CUT SPLIT	OUTSIDE	3RD O/S 4TH I/S	BEAT TECHNIQUE	NONE
H	'D'	GUN	OUTSIDE	N/A	NONE	'D'

QB Action = 5 Step

QB Read
1 Hi = POCO, 'D', SHALLOW
2 Hi = POCO, HI/LO

ALERT QTRS - PIN

G TRIPS RT F PL 66 F SKUNK



Protection: 66/67 – 'H' CHK WILL TO 4 WK/SAM/4 STG

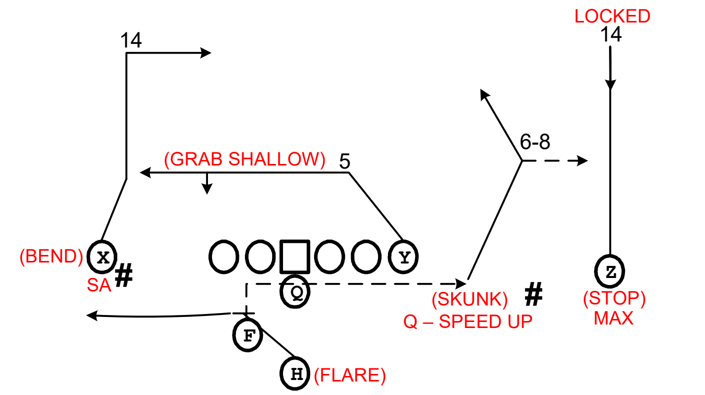
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	STOP	MAX	PROTECTION	14 YDS	NONE	NONE
X	BEND	+2	SEAM	14 YDS	NONE	DB + WILL
Y	GRAB SHALLOW	ATTACHED	INSIDE	5 YDS	GRAB DEFENDER SIT VS ZONE RUN VS MAN	POP
F	SKUNK	SLOT	OUTSIDE	6-8 YDS	BEAT TECHNIQUE	Q – SPEED UP
H	CHK SWING	HOME	N/A	N/A	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = SKUNK – STOP - SHALLOW
2 Hi = ALERT SKUNK – BEND – SHALLOW – SWING

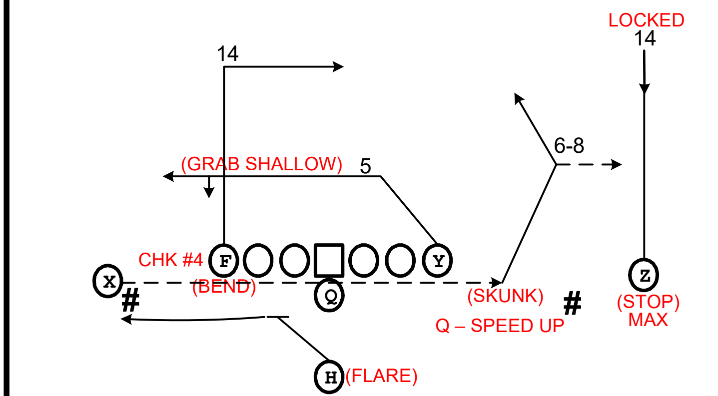
SKUNK VARIATIONS

1.



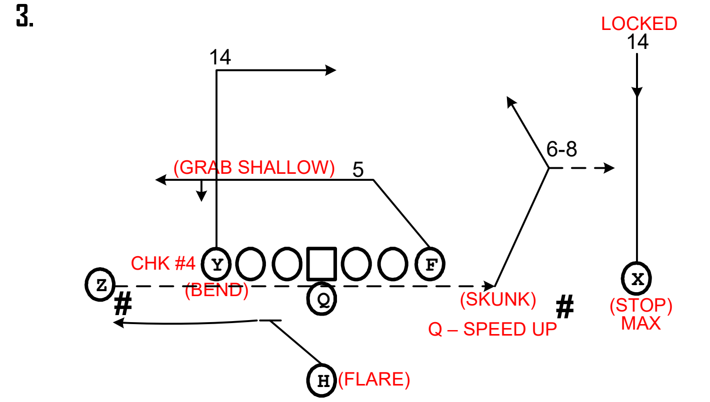
(A/R) WK RT F MO 62 F SKUNK

2.



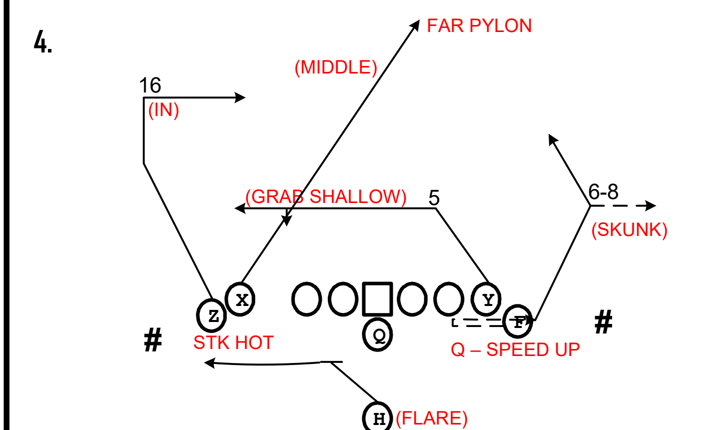
(A/R) DEUCE RT X MO 62 X SKUNK

3.



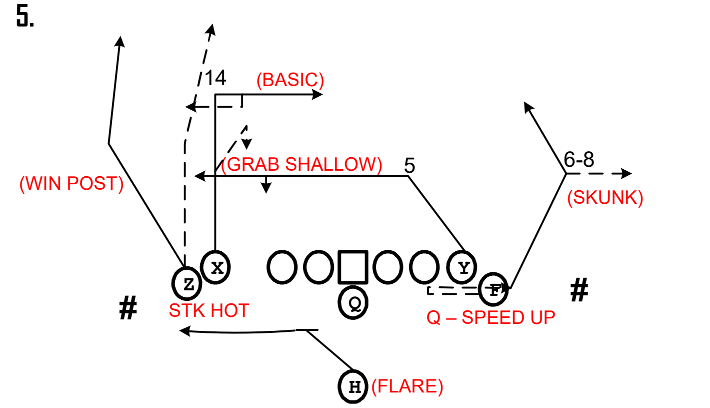
(A/R) DEUCE LT Z FL 62 Z SKUNK

4.



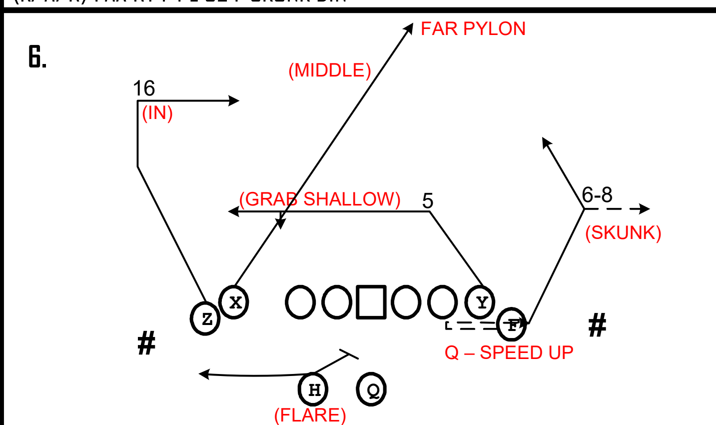
(K/A/R) FAX RT F PL 62 F SKUNK DIN

5.



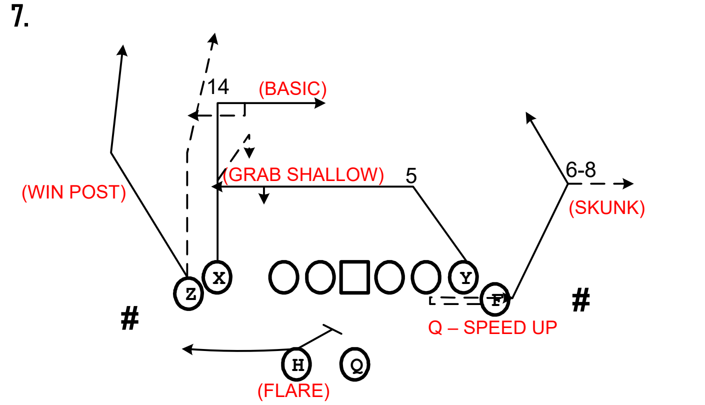
(K/A/R) FAX RT F PL 62 F SKUNK PIN

6.



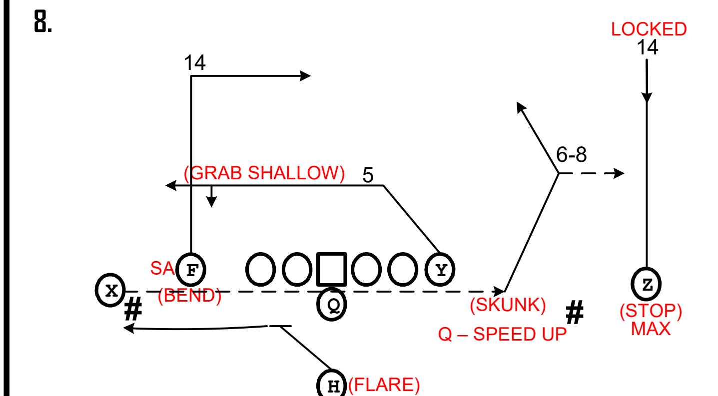
(K/A/R) G FAX RT F PL 76 F SKUNK DIN

7.



(K/A/R) G FAX RT F PL 76 F SKUNK PIN

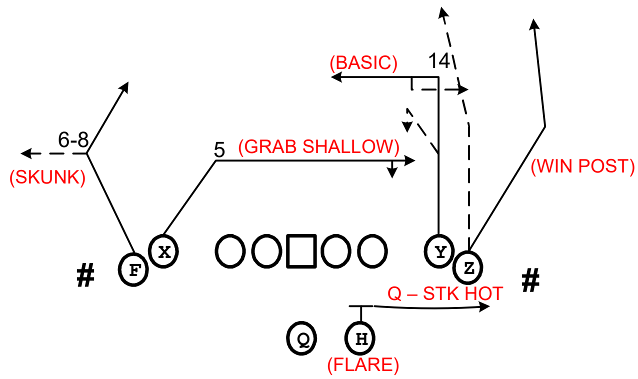
8.



(K) DICE RT X MO 62 X SKUNK

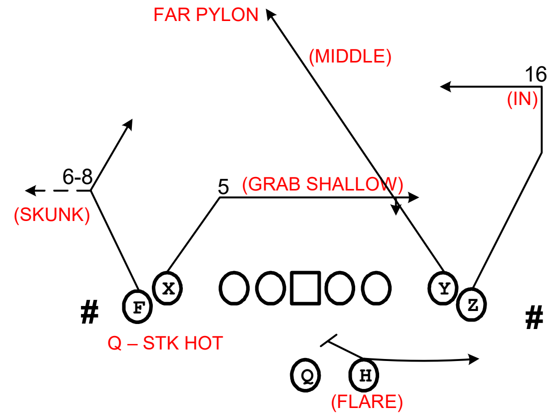
SKUNK VARIATIONS

9.



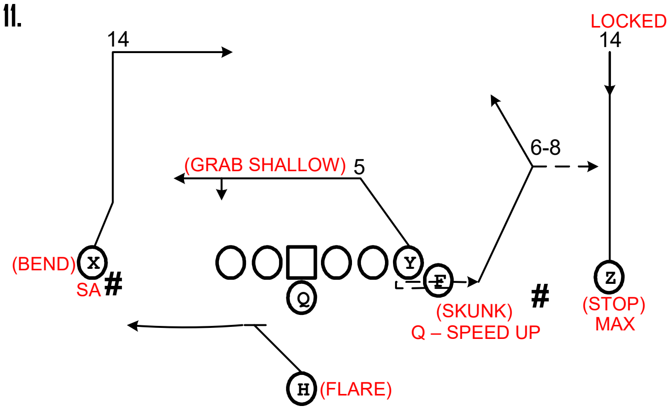
(F) G DUO RT 74 PIN F SKUNK

10.



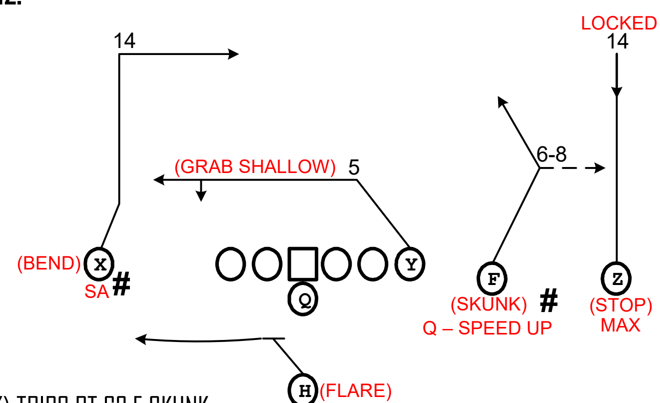
(F) G DUO RT 77 F SKUNK DIN

11.



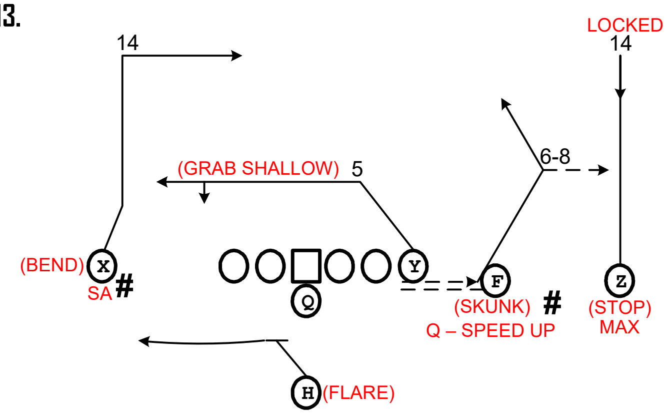
(A/R) TREY RT F PL 62 F SKUNK

12.



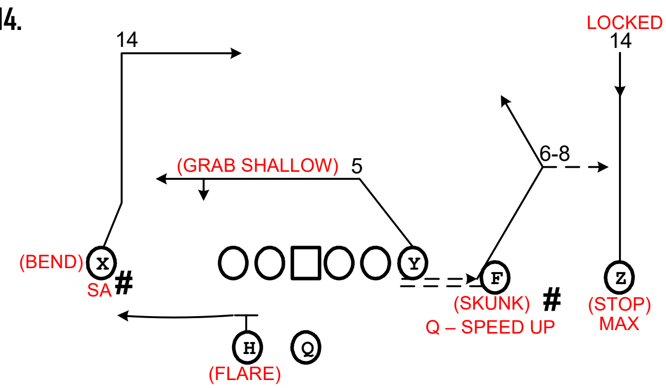
(K) TRIPS RT 62 F SKUNK

13.



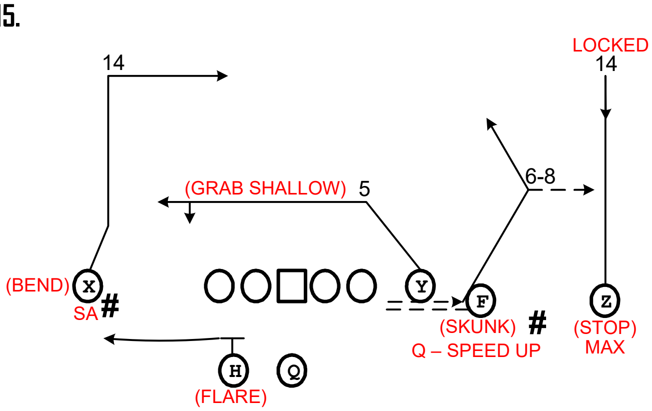
(K) TRIPS RT F PL 62 F SKUNK

14.



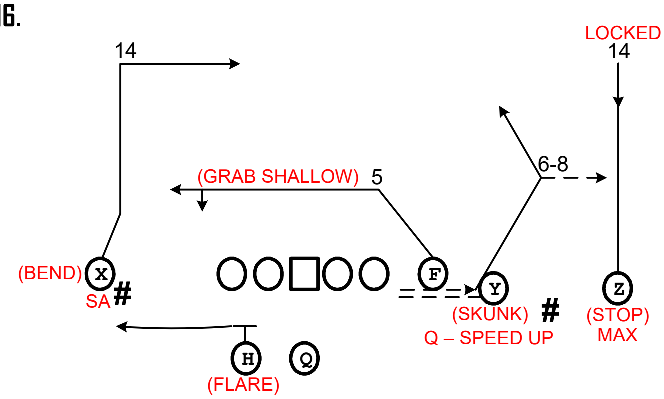
(K) G TRIPS RT F PL 66 F SKUNK

15.



(F) G TRIPS RT F PL 66 F SKUNK

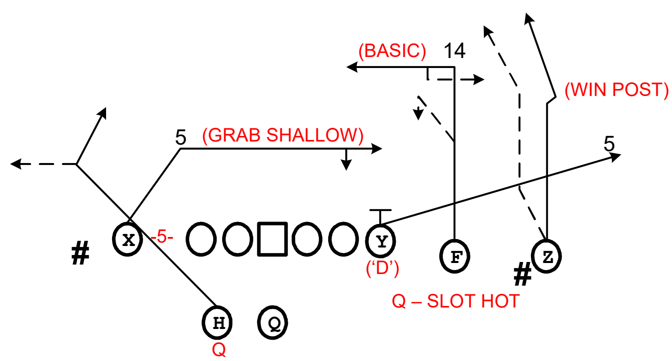
16.



(K/F) G TROY RT Y PL 66 Y SKUNK

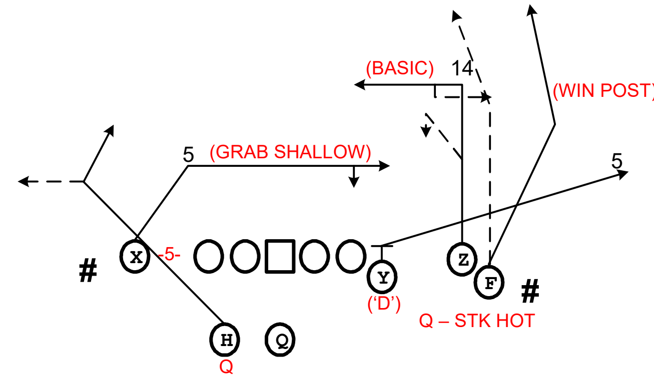
SKUNK VARIATIONS

17.



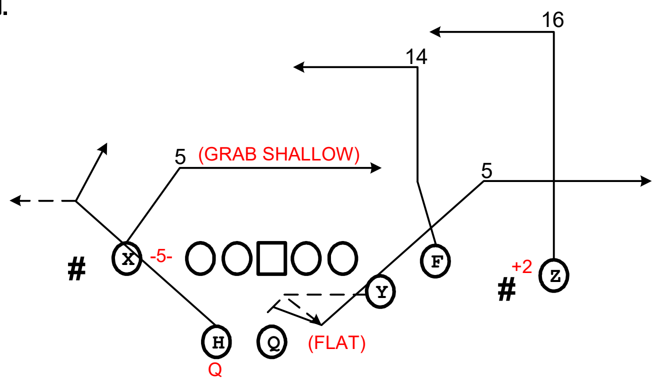
(K) G TRIPS RT NASTY 80 SC PIN H SKUNK

18.



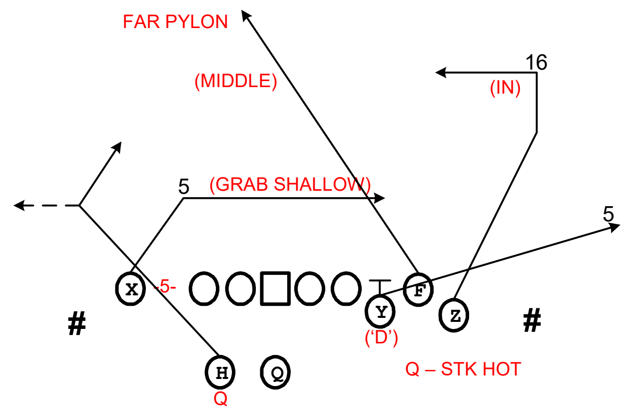
(K) G TROUBLE RT NASTY 80 SC PIN H SKUNK

19.



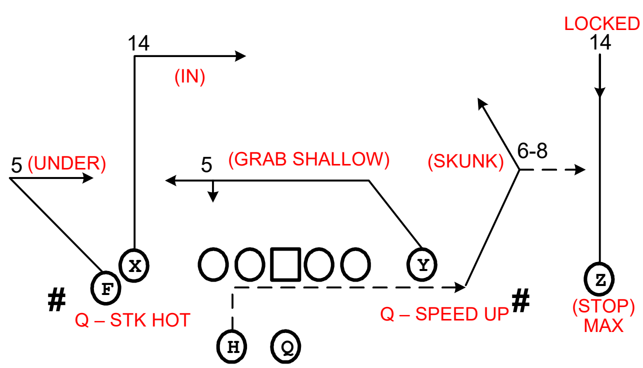
(K) G TRIPS RT NASTY Y PL 77 HOT H SKUNK DIG

20.



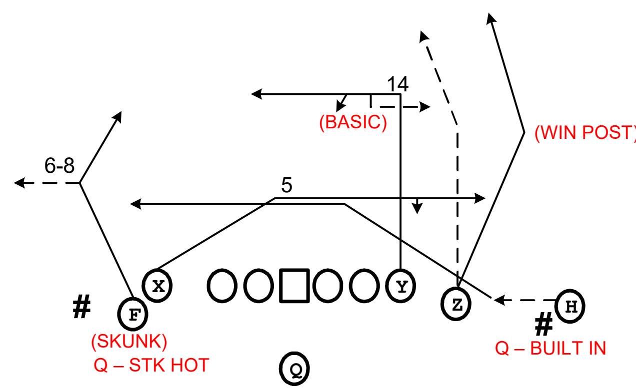
(K) G F BUNCH RT NASTY 80 SC DIN H SKUNK

21.



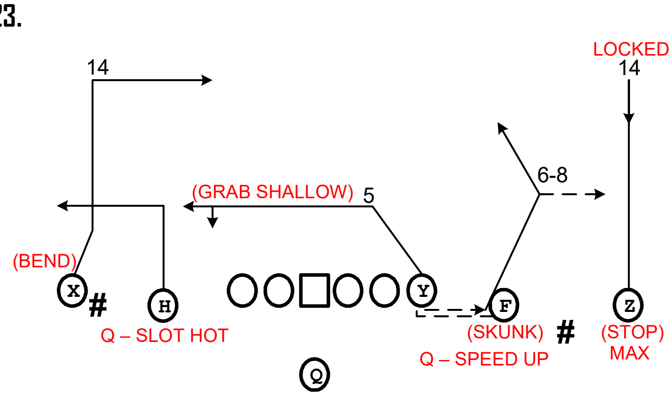
(JO) G DBL RT H MO 52 H SKUNK F UNDER

22.



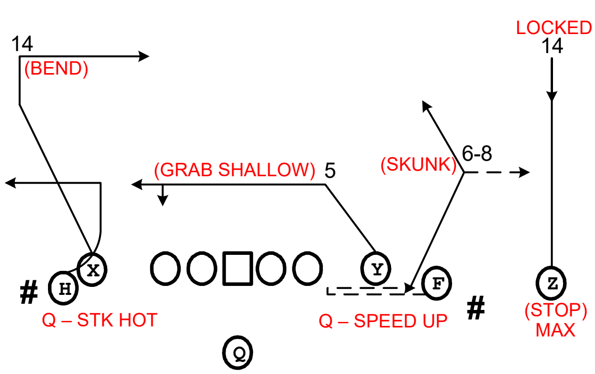
(F/RO/K) G DUO RT O.S. H SH 52 PUNK

23.



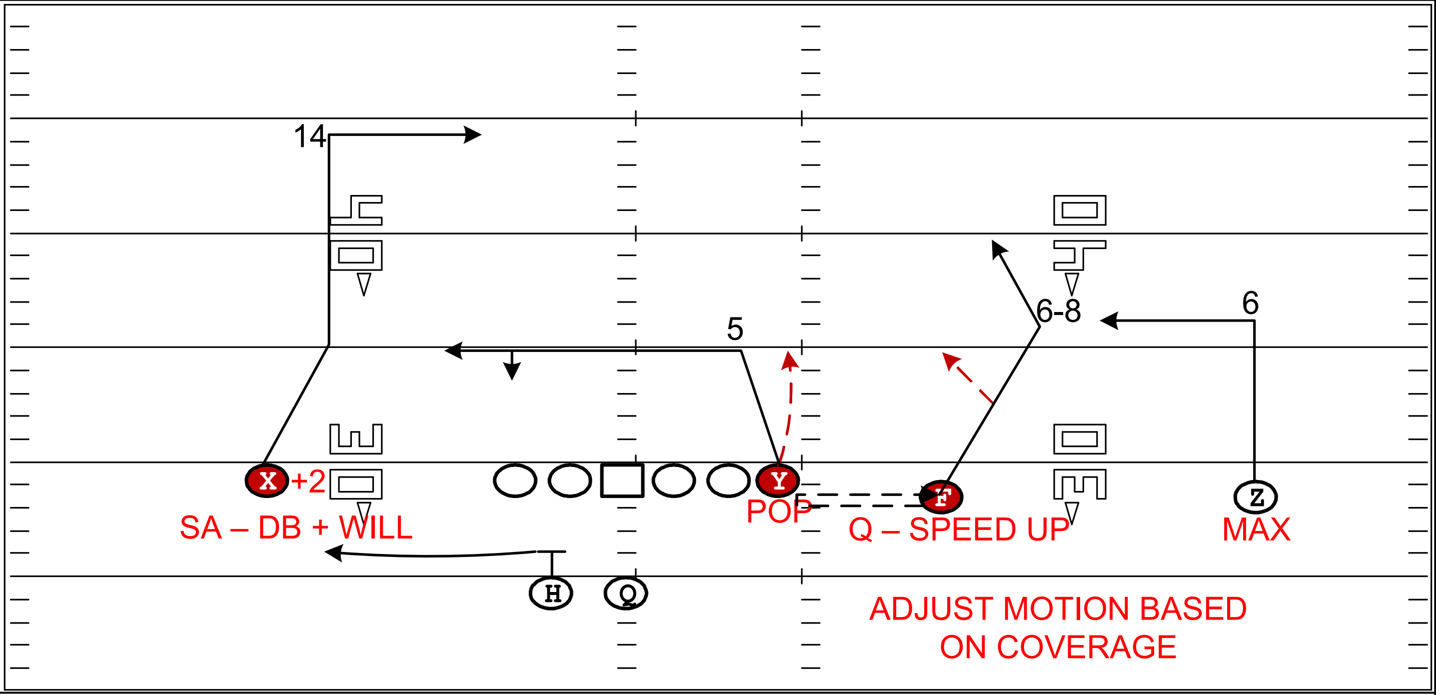
(K/RO) G EMPTY RT F PL 52 F SKUNK

24.



(5) G EMPTY RT HEX F PL 52 F SKUNK

G TRIPS RT F PL 66 F GLANCE



Protection: 66/67 – ‘H’ CHK WILL TO 4 WK/SAM/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	UNDER	MAX	VERTICAL	6 YDS	NONE	NONE
X	BEND	+2	INSIDE	14 YDS	NONE	DB + WILL
Y	GRAB SHALLOW	ATTACHED	INSIDE	5 YDS	GRAB DEFENDER SIT VS ZONE RUN VS MAN	POP
F	GLANCE	SLOT	OUTSIDE	6-8 YDS	NONE	Q – SPEED UP
H	CHK SWING	HOME	N/A	N/A	NONE	NONE

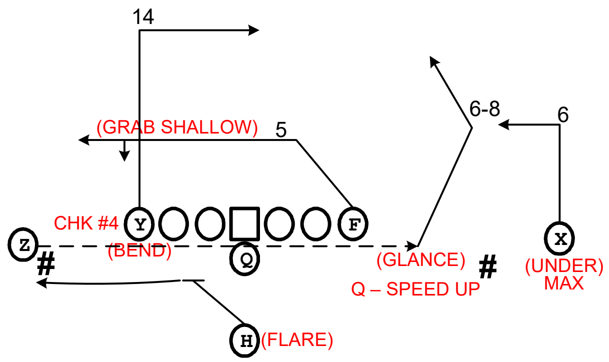
QB Action = 5 Step

QB Read
1 Hi = GLANCE – SHALLOW OR UNDER
2 Hi = ALERT GLANCE / BEND – SHALLOW - SWING

ARIZONA CARDINALS

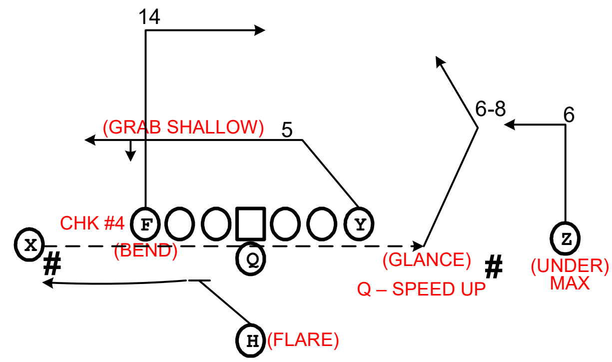
GLANCE VARIATIONS

1.



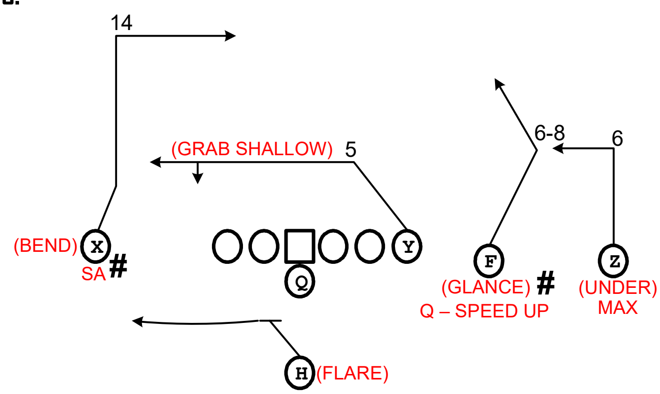
(A/R) DEUCE LT Z FL 62 Z GLANCE

2.



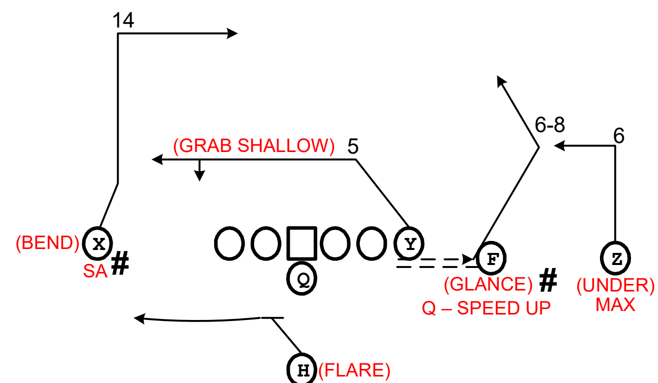
(A/R) DEUCE RT X FL 62 X GLANCE

3.



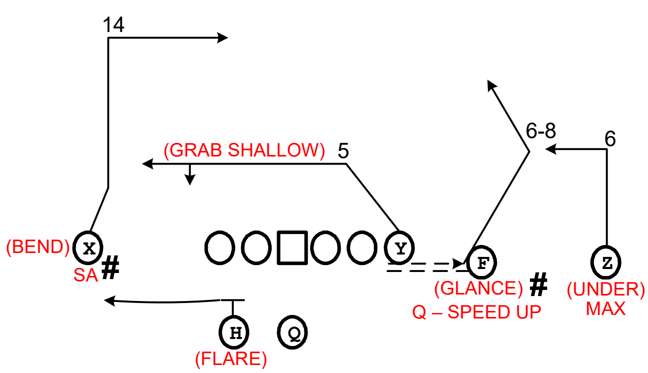
(K) TRIPS RT 62 F GLANCE

4.



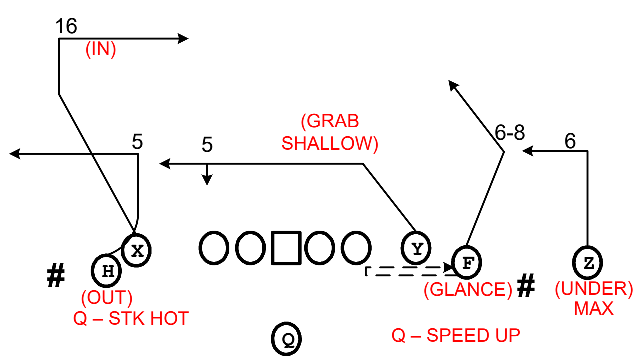
(K) TRIPS RT F PL 62 F GLANCE

5.



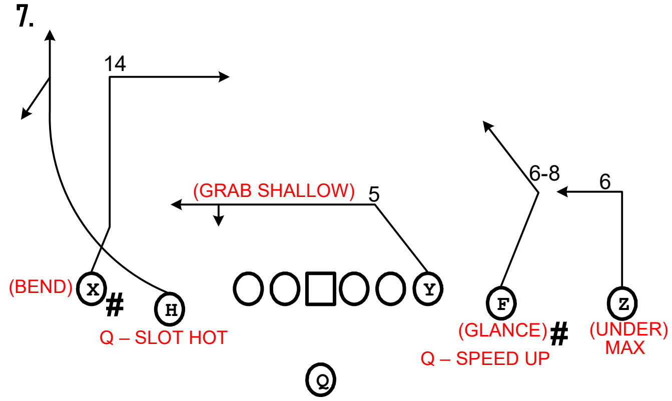
(K) G TRIPS RT F PL 66 F GLANCE

6.



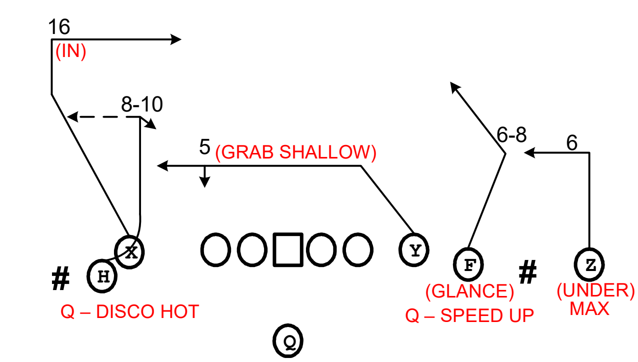
(F/5/JO) G TRIPS RT HEX F PL 52 F GLANCE

7.



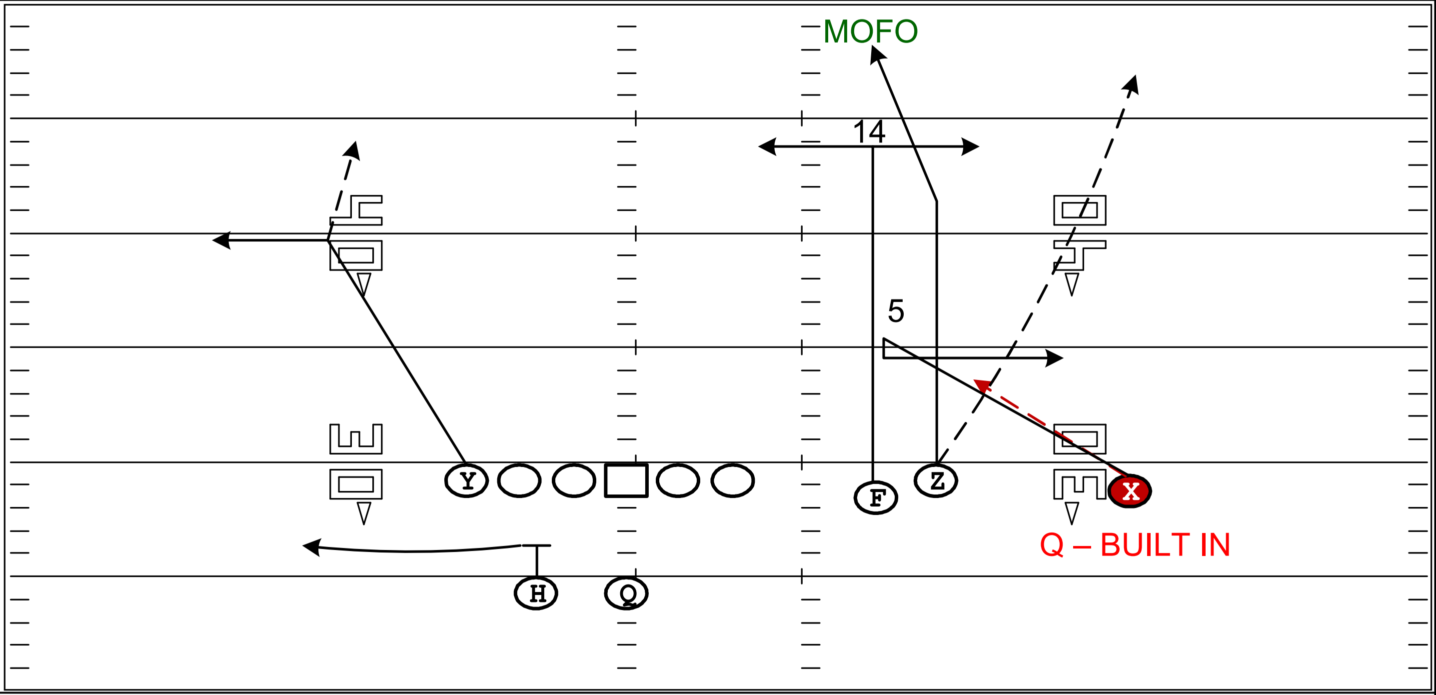
(K/RO) G EMPTY RT 52 F GLANCE H SWITCH

8.



(F) G EMPTY RT HEX 52 F GLANCE STOVE

G LT TIX 66 F FISH POCO



Protection: Protection: 66/67 – 'H' CHK WILL TO 4 WK/SAM/4 STG

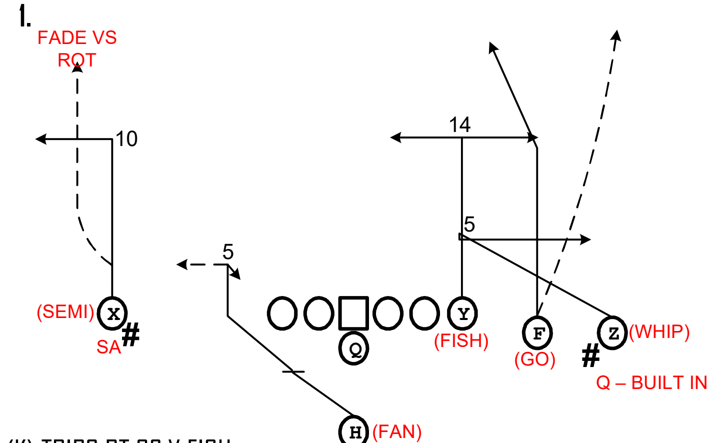
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	GO	SLOT	VERTICAL	N/A	MOFO = CHUTE	NONE
X	WHIP	#'S	INSIDE	5 YDS	WHIP VS MAN - CAN SETTLE	BUILT IN Q – COV 0
Y	POCO	ATTACHED	OUTSIDE	10 YDS	BEAT LEVERAGE	NONE
F	FISH	SLOT	VERTICAL	14 YDS	BEAT LEVERAGE	NONE
H	CHK SWING	GUN	N/A	N/A	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = ALERT POCO / ALERT DBL BUMP FADE – HIGH / LOW CURL DEFENDER
2 Hi = GO – FISH - WHIP

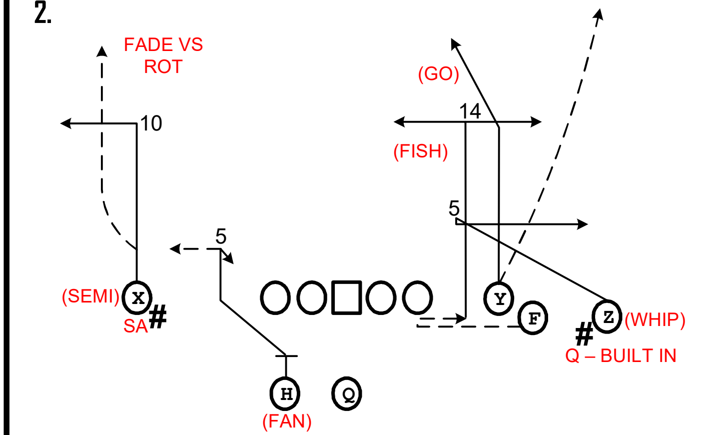
FISH VARIATIONS

1.



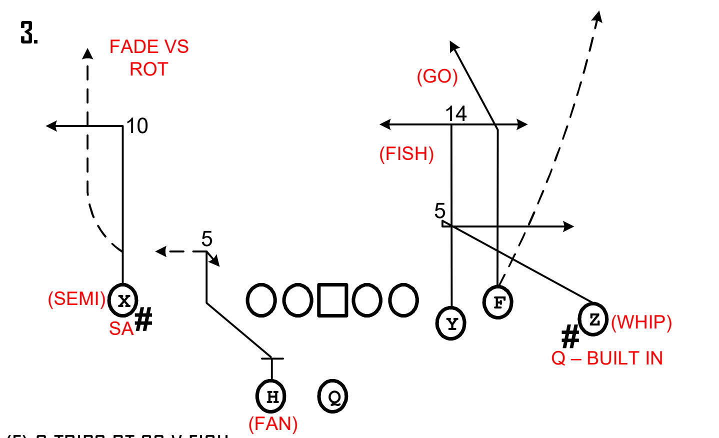
(K) TRIPS RT 62 Y FISH

2.



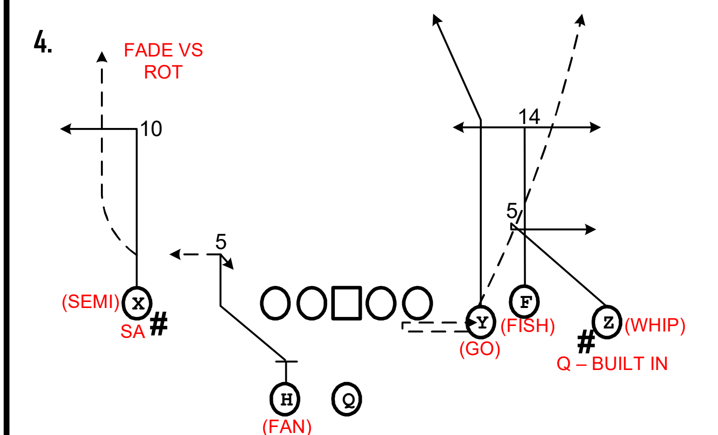
(F/JO) G TRIPS RT F PL 66 F FISH

3.



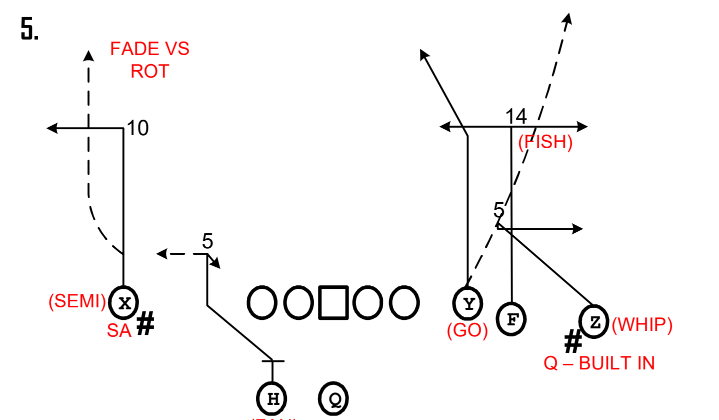
(F) G TRIPS RT 66 Y FISH

4.



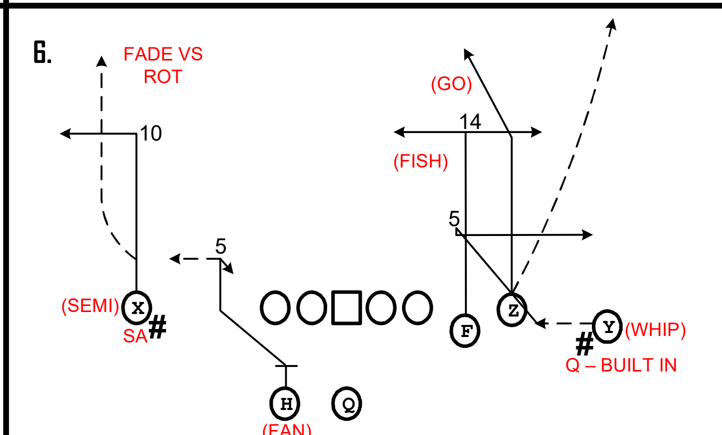
(F) G TRIPS RT Y PL 66 F FISH

5.



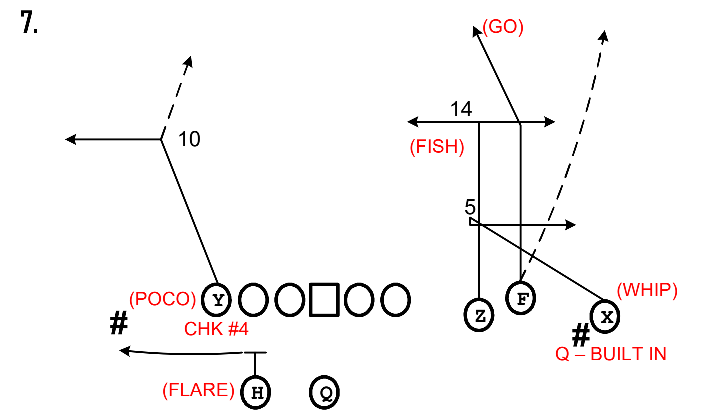
(F) G TRIPS RT 66 F FISH

6.



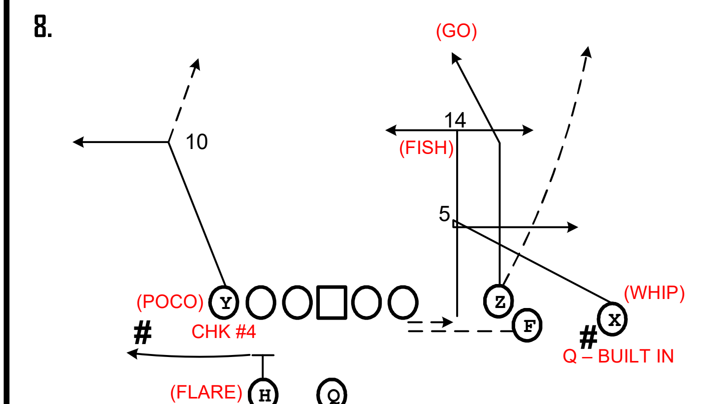
(F/RO/K) G TOY RT Y SH 66 F FISH

7.



(K) G LT TEX 66 Z FISH POCO

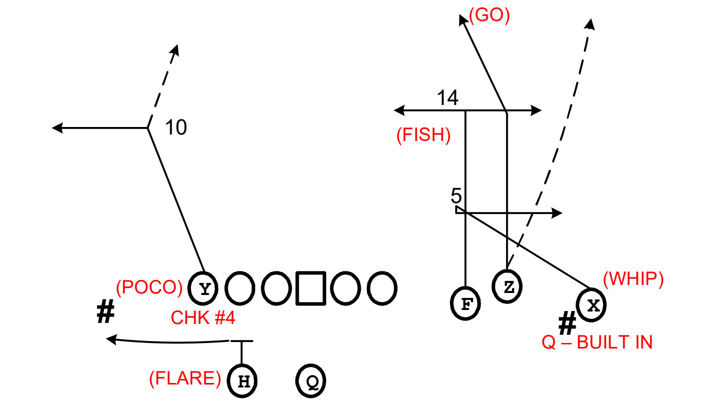
8.



(K) G LT TEX F PL 66 F FISH POCO

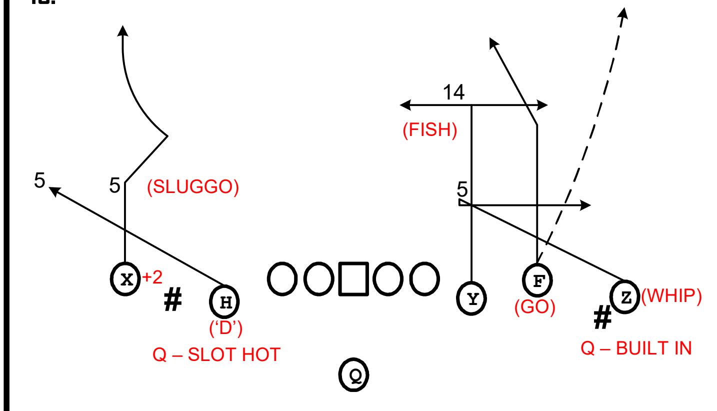
FISH VARIATIONS

9.



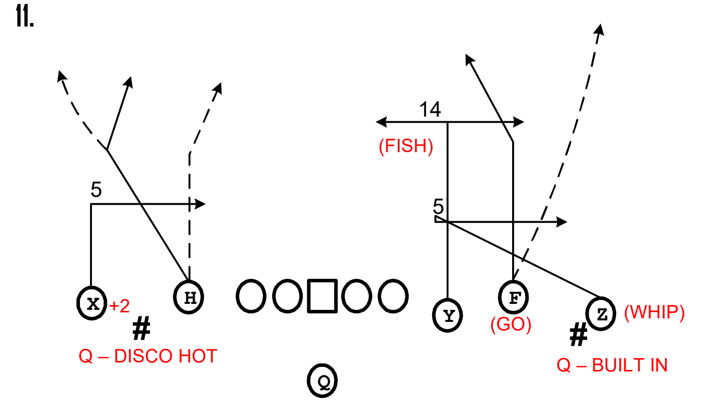
(K) G LT TIX 66 F FISH POCO

10.



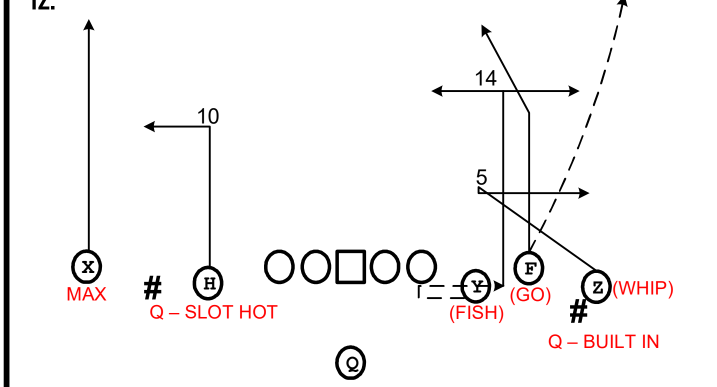
(F/JO/5) G EMPTY RT 52 Y FISH SLUGGO

11.



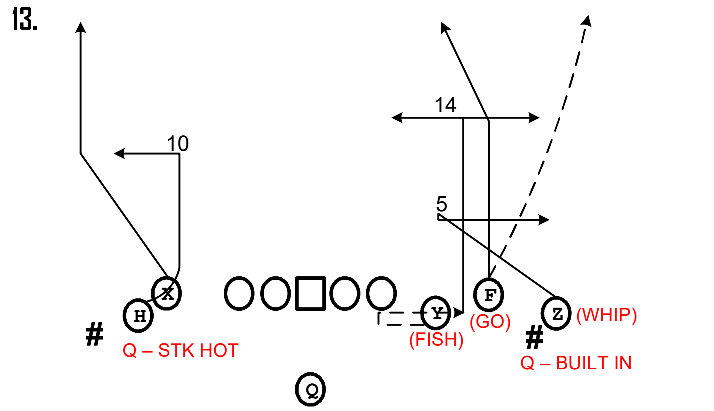
(F/JO/5) G EMPTY RT 52 Y FISH SNATCH

12.



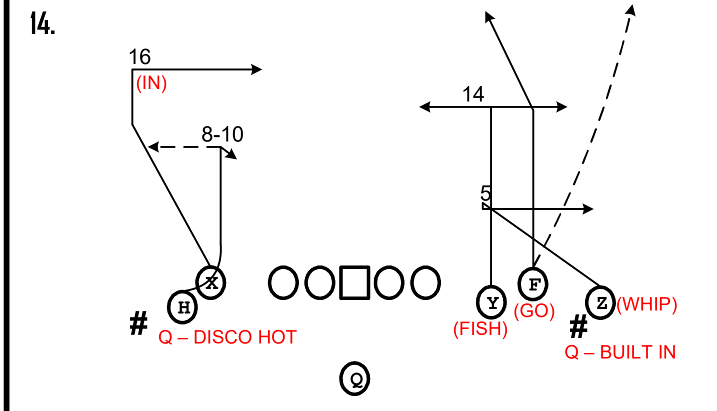
(F/JO/5) G EMPTY RT Y PL 52 Y FISH TOG

13.



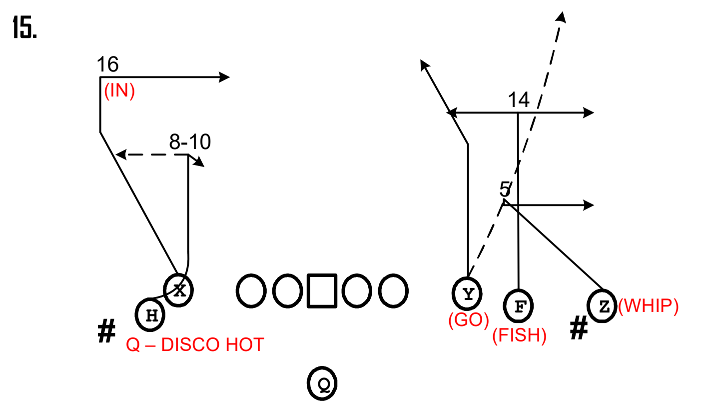
(F/JO/5) G EMPTY RT HEX Y PL 52 Y FISH TOG

14.



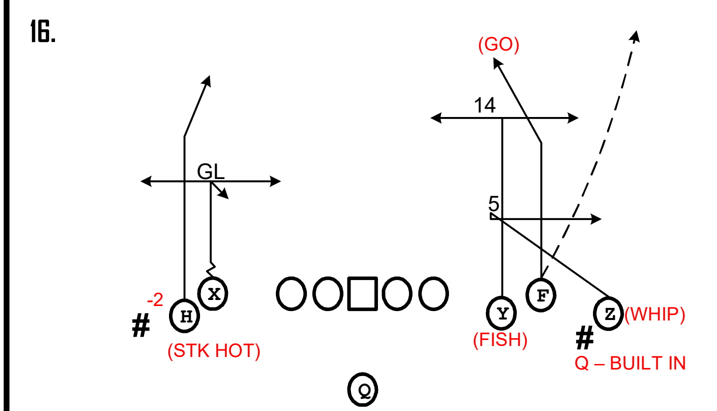
(F/JO/5) G EMPTY RT HEX 52 Y FISH CONTROL

15.



(F/JO/5) G TRIPS RT HEX 52 F FISH CONTROL

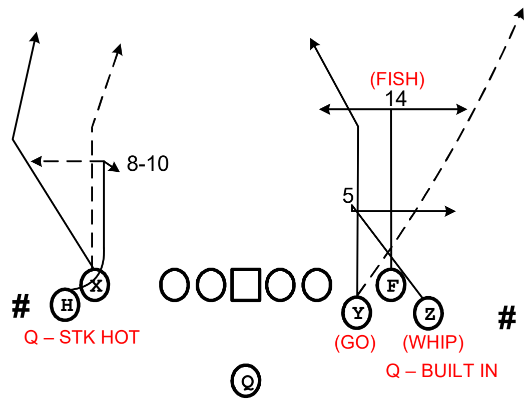
16.



(F) G TRIPS RT HEX 52 Y FISH POACH

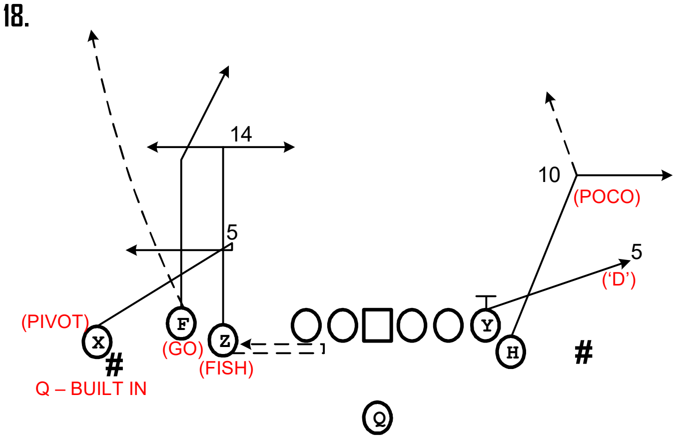
FISH VARIATIONS

17.



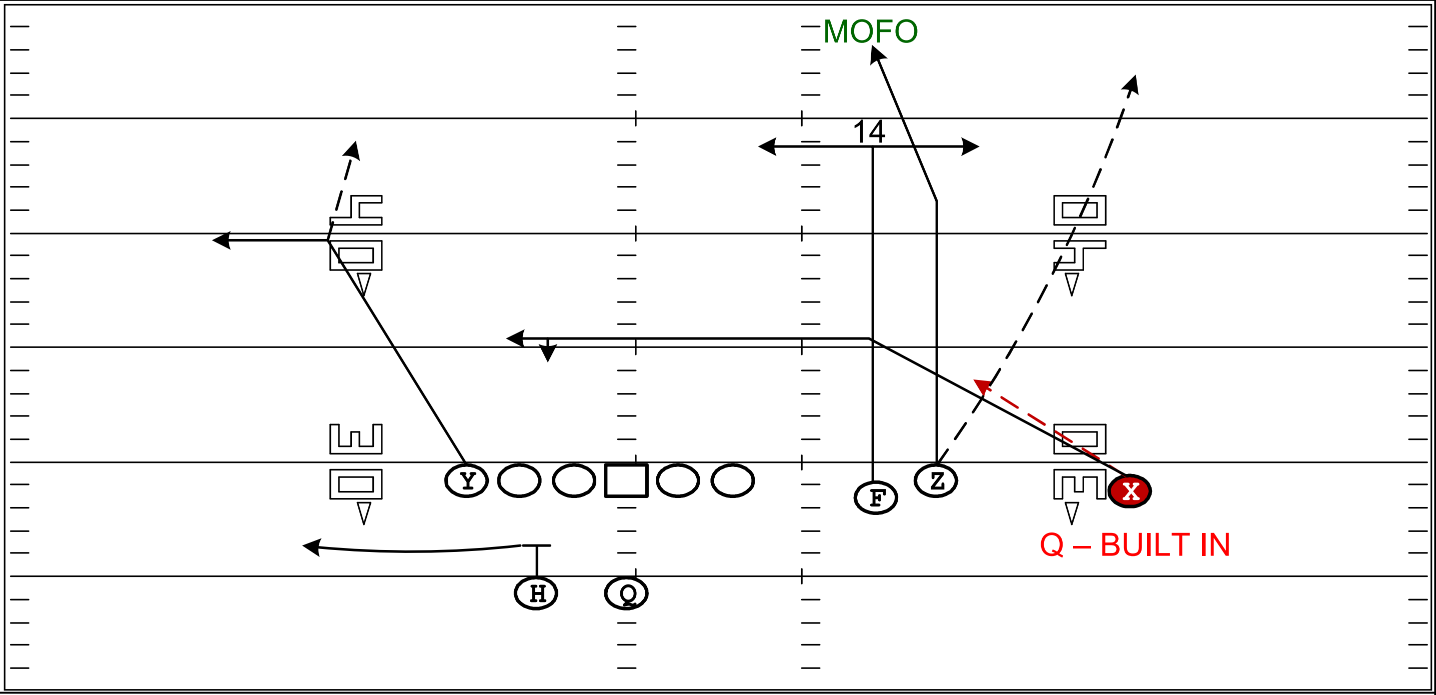
(K) G F BUNCH RT HEX 52 F FISH PIPE

18.



(K) G WING RT TEX Z PL 80 SC POCO Z FISH

G LT TIX 66 F STEELHEAD POCO



Protection: Protection: 66/67 – 'H' CHK WILL TO 4 WK/SAM/4 STG

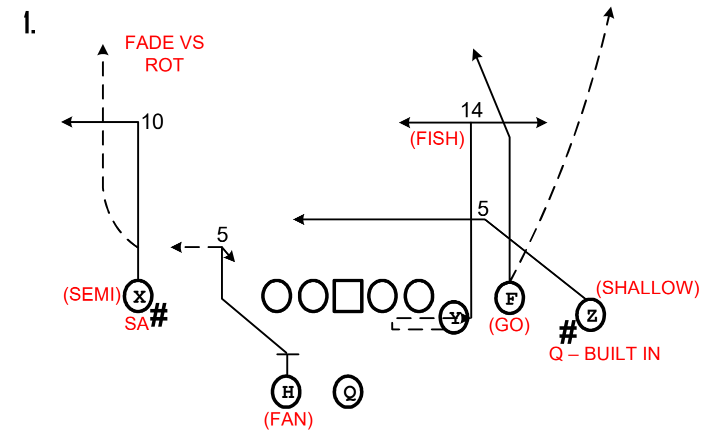
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	GO	SLOT	VERTICAL	N/A	MOFO = CHUTE	NONE
X	SHALLOW	#'S	INSIDE	5 YDS	SIT VS ZONE	BUILT IN Q – COV 0
Y	POCO	ATTACHED	OUTSIDE	10 YDS	BEAT LEVERAGE	NONE
F	FISH	SLOT	VERTICAL	14 YDS	BEAT LEVERAGE	NONE
H	CHK SWING	GUN	N/A	N/A	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = ALERT POCO / ALERT DBL BUMP FADE – SHALLOW - FISH
2 Hi = GO – FISH – SHALLOW

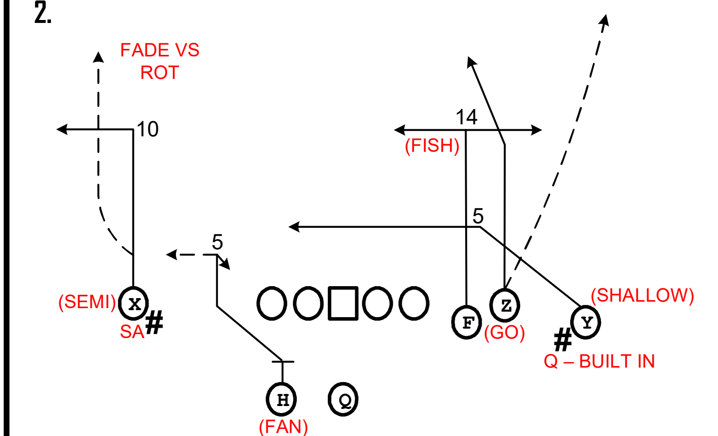
STEELHEAD VARIATIONS

1.



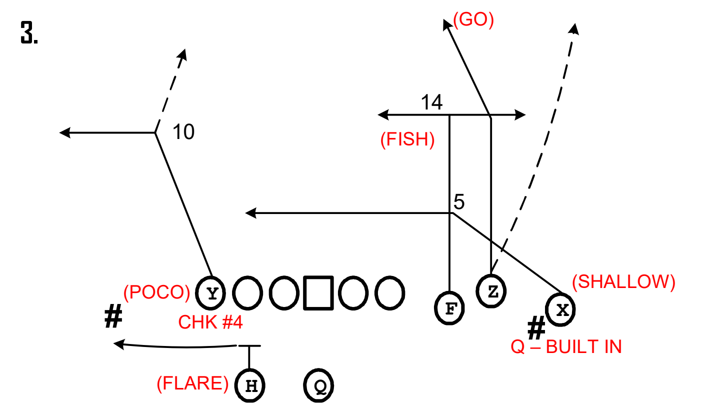
(K/F/RO/JO) G TRIPS RT Y PL 66 Y STEELHEAD

2.



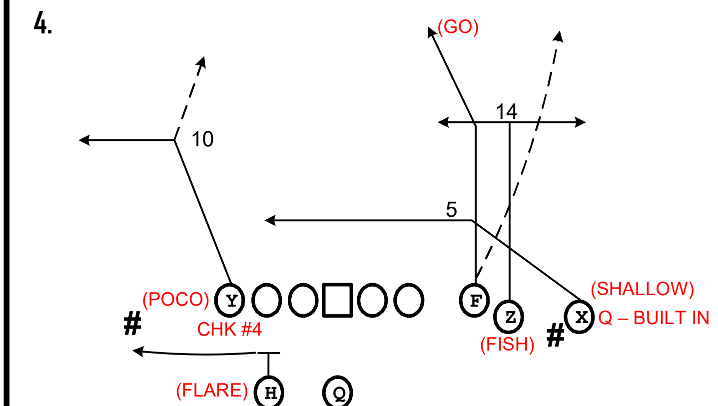
(K/F/RO/JO) G TOY RT 66 F STEELHEAD

3.



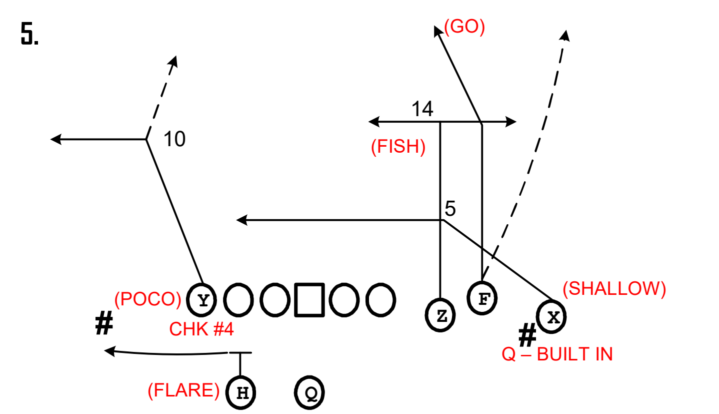
(K) G LT TIX 66 F STEELHEAD POCO

4.



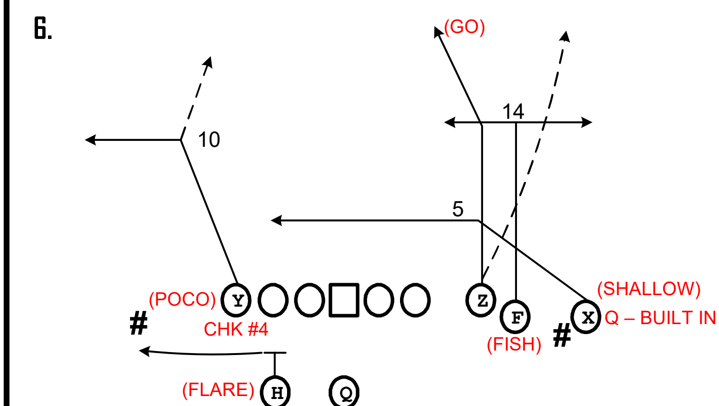
(K) G LT TIX 66 Z STEELHEAD POCO

5.



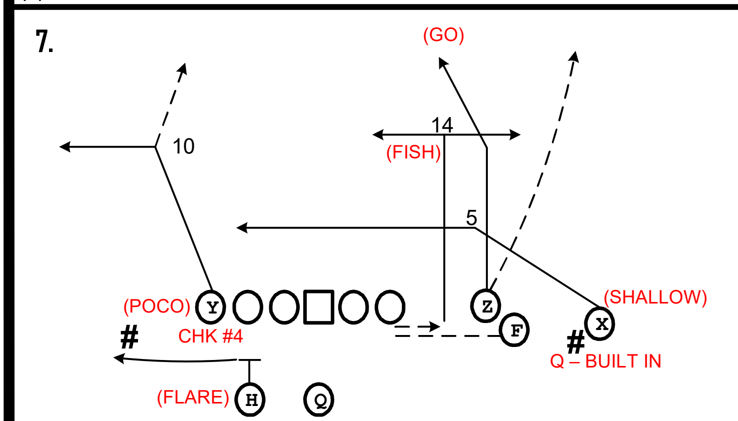
(K) G LT TEX 66 Z STEELHEAD POCO

6.



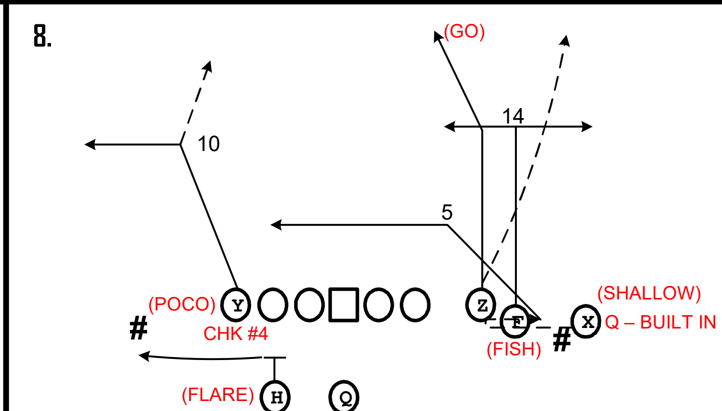
(K) G LT TEX 66 F STEELHEAD POCO

7.



(K) G LT TEX F PL 66 F STEELHEAD POCO

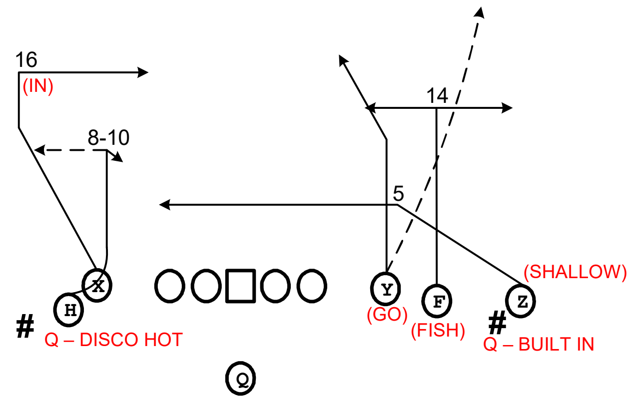
8.



(K) G LT TEX X PL 66 F STEELHEAD POCO

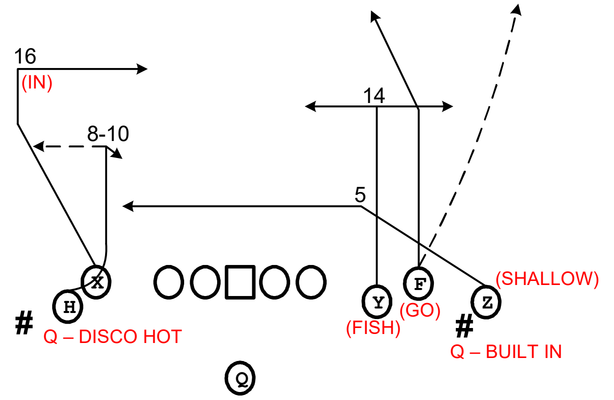
STEELHEAD VARIATIONS

9.



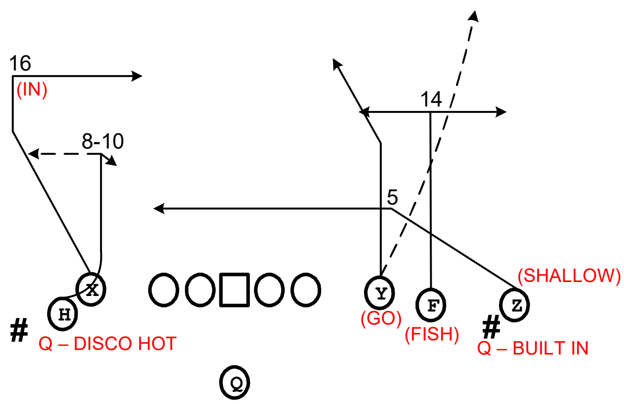
(F/JO/5) G TRIPS RT HEX 52 F STEELHEAD CONTROL

10.



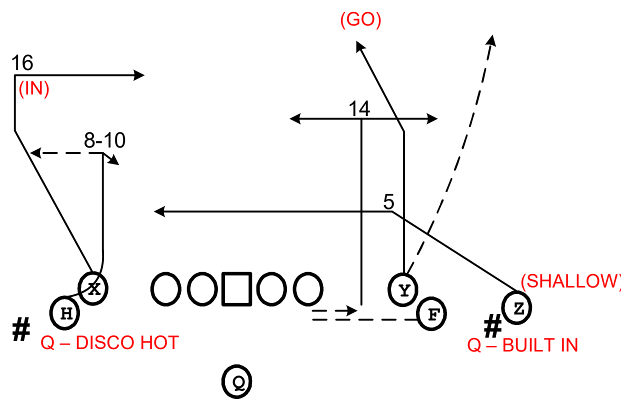
(F/JO/5) G EMPTY RT HEX 52 Y STEELHEAD CONTROL

11.



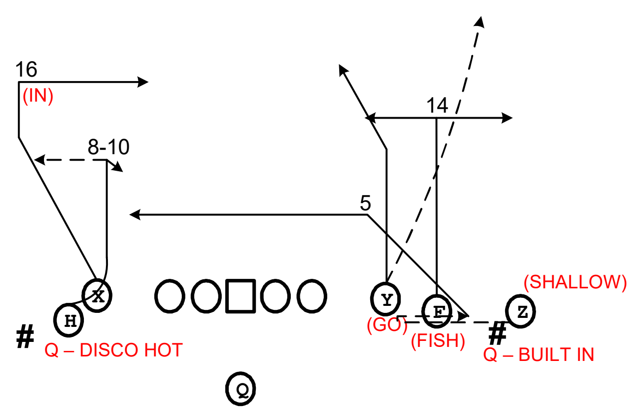
(F/JO/5) G EMPTY RT HEX 52 F STEELHEAD CONTROL

12.



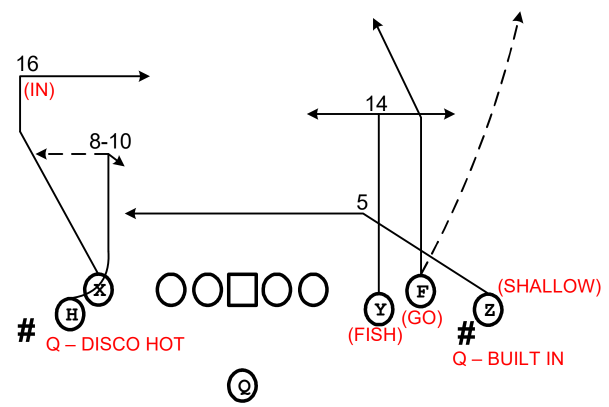
(F/JO/5) G TRIPS RT HEX F PL 52 F STEELHEAD CONTROL

13.



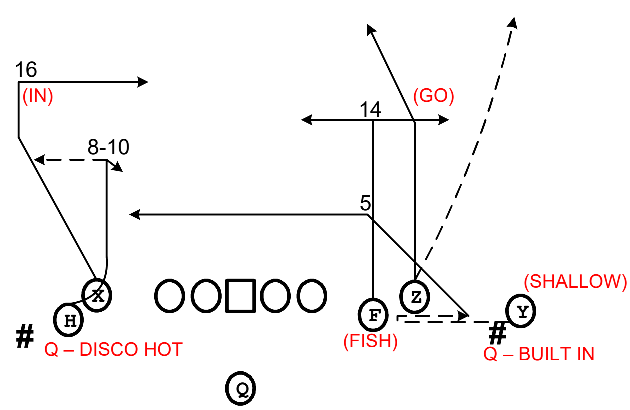
(F/JO/5) G EMPTY RT HEX Z PL 52 F STEELHEAD CONTROL

14.



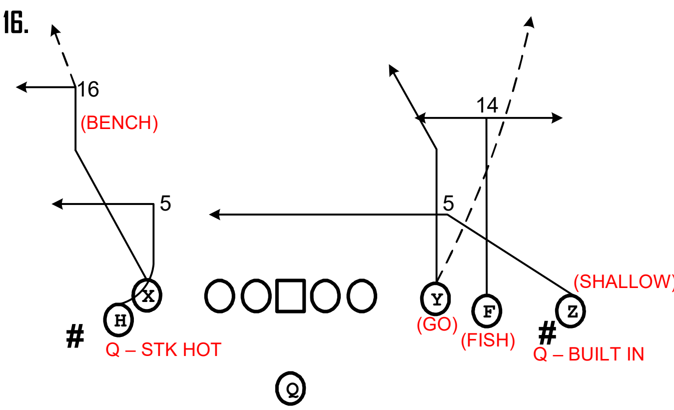
(F/JO/5) G TRIPS RT HEX 52 Y STEELHEAD CONTROL

15.



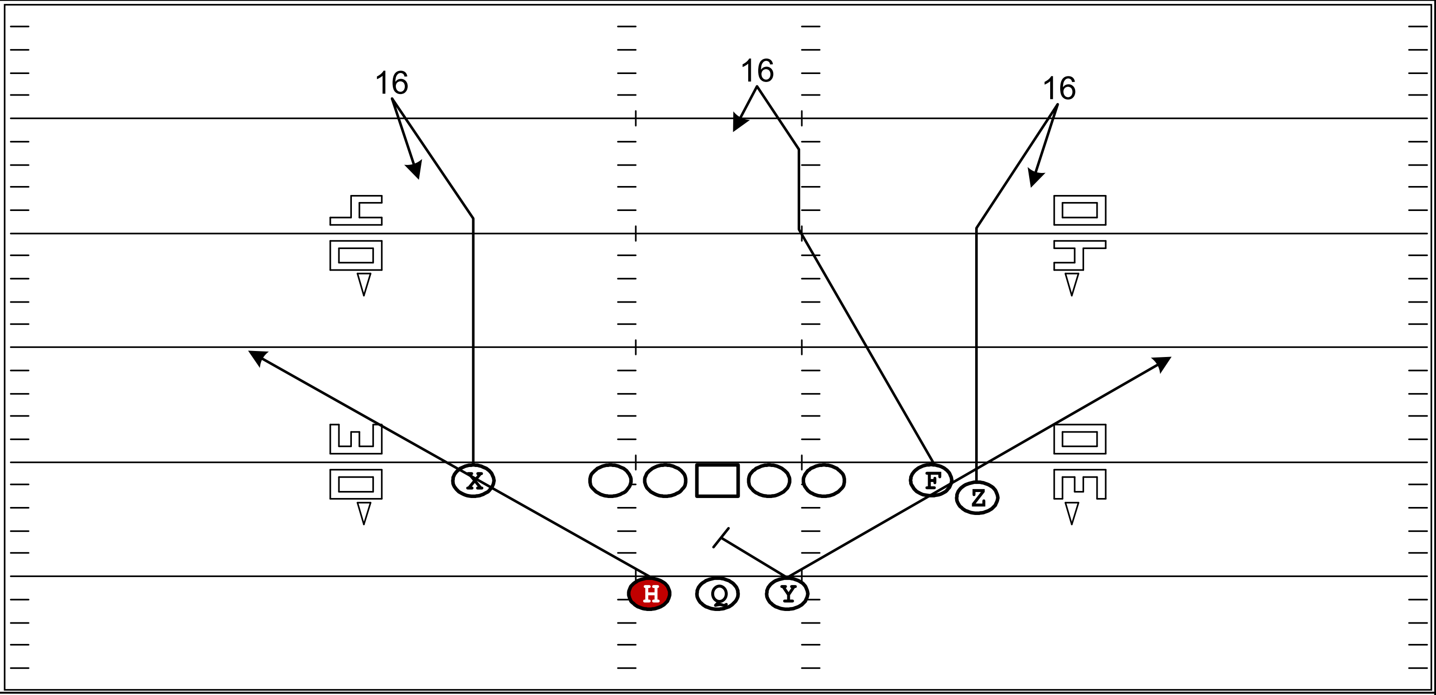
(K/F/RO/JO/5) G TOY RT HEX Y PL 52 F STEELHEAD CONTROL

16.



(F/JO/5) G TRIPS RT HEX 52 F STEELHEAD FOX

G PRO RT SQ 77 HOT TURN



Protection: 77/76 – 'Y' CHK MIKE/SAM TO 4 STG/4 WK

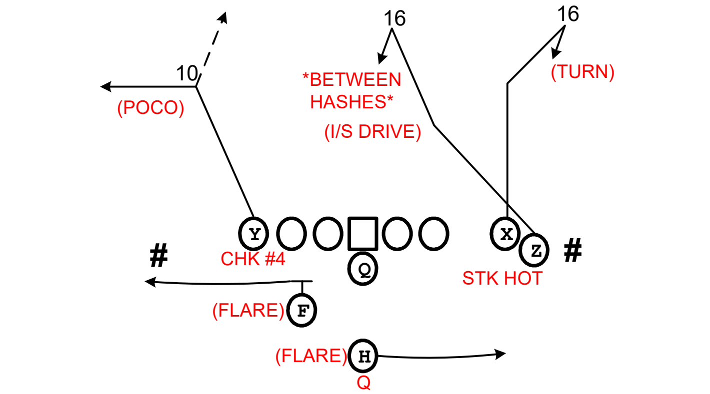
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	TURN	STACK	VERTICAL	16 YDS	NONE	NONE
X	TURN	+5	VERTICAL	16 YDS	NONE	NONE
Y	CHK 'D'	GUN	N/A	5 YDS	NONE	NONE
F	I/S DRIVE	STACK	INSIDE	16 YDS	NONE	NONE
H	CHK 'D'	GUN	N/A	5 YDS	NONE	FLAT

QB Action = 7 Step

QB Read
1 Hi = BEST LOOK SIDE – D – I/S DRIVE – (OUTSIDE – IN)
2 Hi = I/S DRIVE – TURN – (INSIDE – OUT)

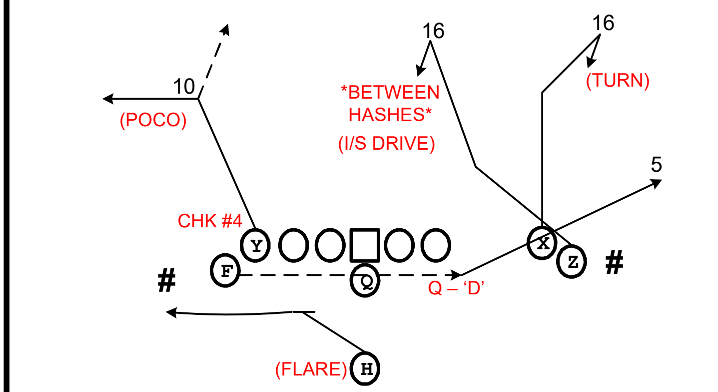
TURN VARIATIONS

1.



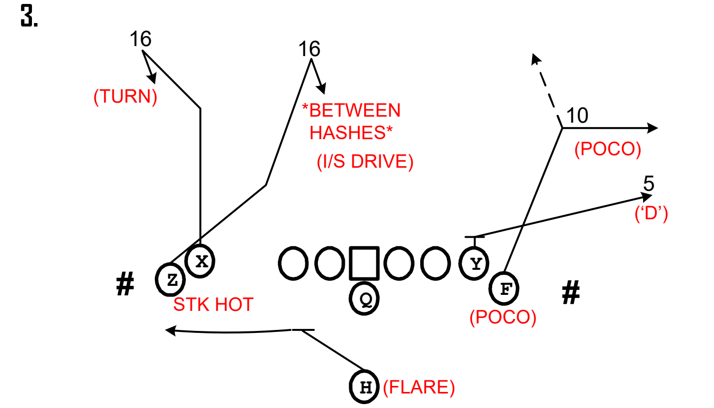
(A/R) STR LT STK 62 FREE X TURN POCO

2.



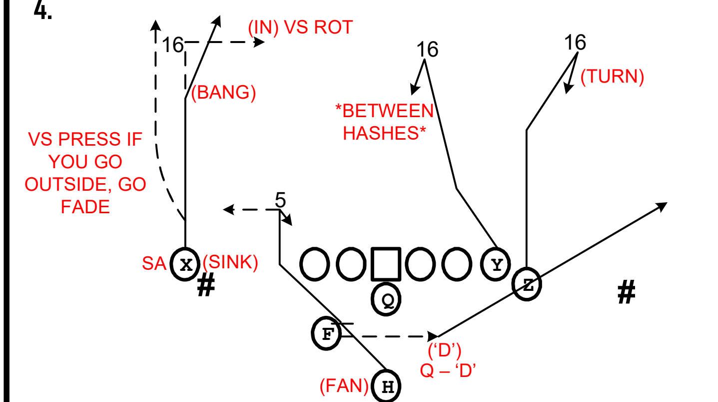
(A/R) FAX LT F FL 62 X TURN POCO

3.



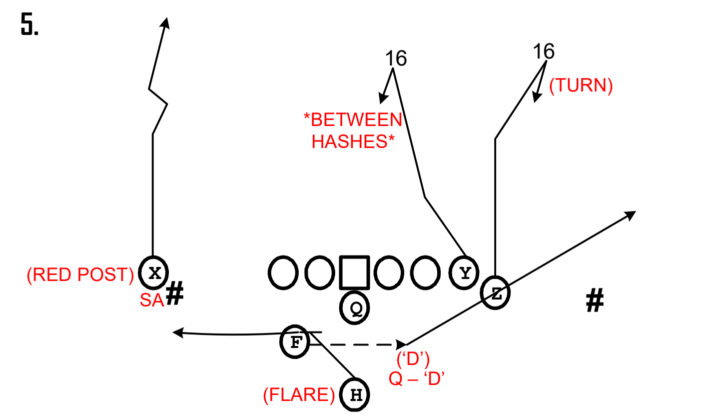
(A/R) FAX RT 80 POCO X TURN

4.



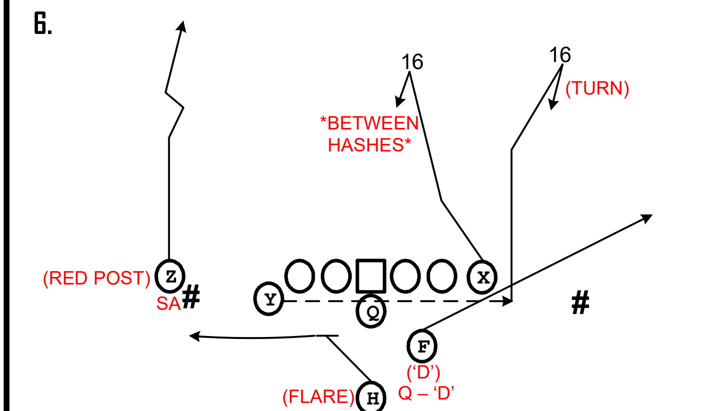
(C) WK RT CL F MO 62 TURN SINK

5.



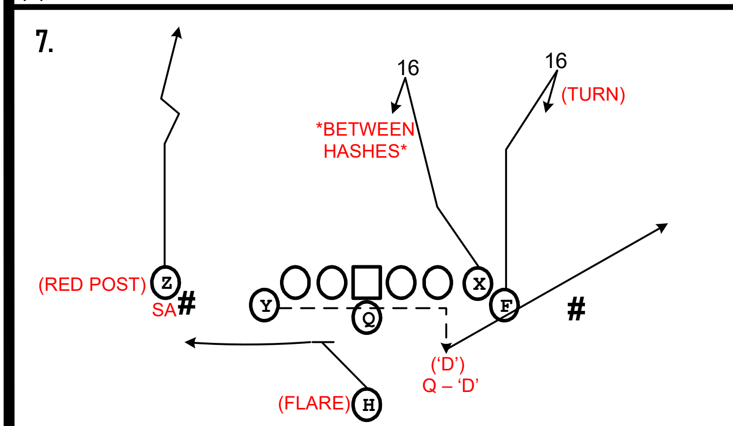
(C) WK RT CL F MO 62 TURN X RED POST

6.



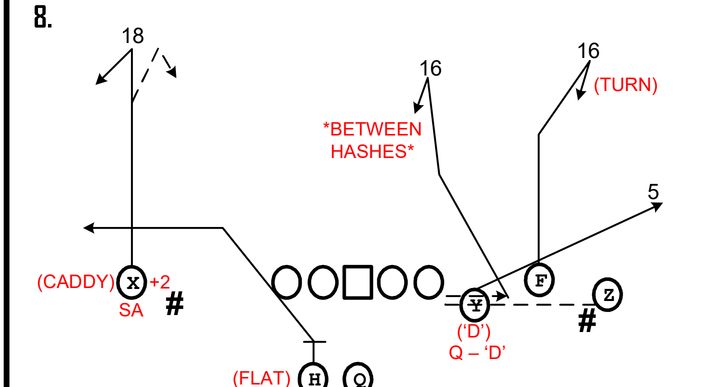
(C) TITE WK LT Y FL 62 TURN Z RED POST

7.



(C) TITE DBL LT Y FL 62 TURN Z RED POST

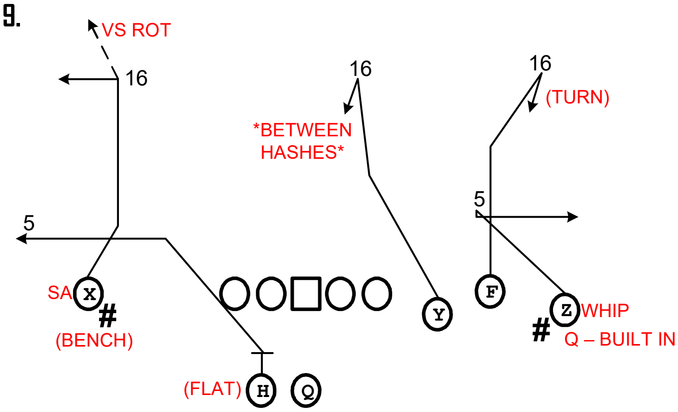
8.



(F) G TRIPS RT Z PL 66 TURN X CADDY

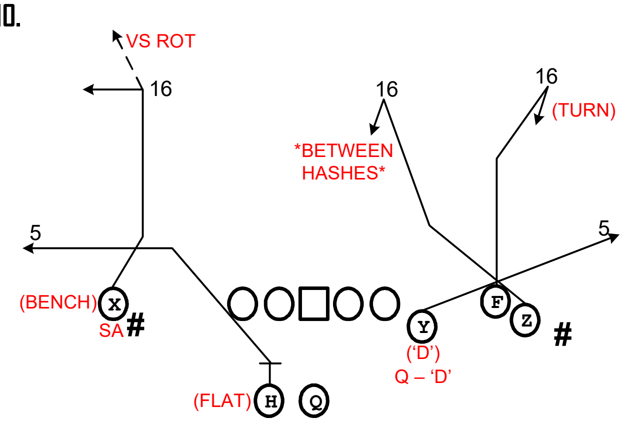
TURN VARIATIONS

9.



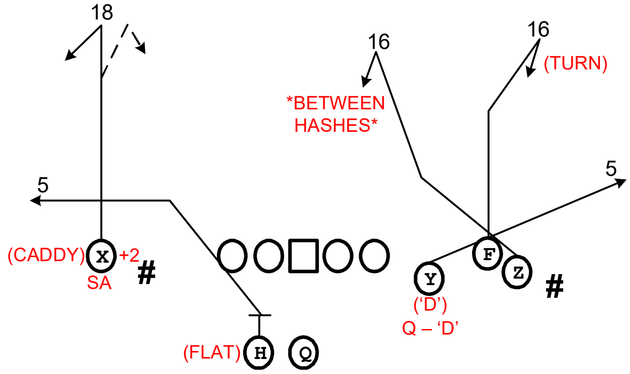
(JD) G TRIPS RT 66 WHIP TURN X BENCH

10.



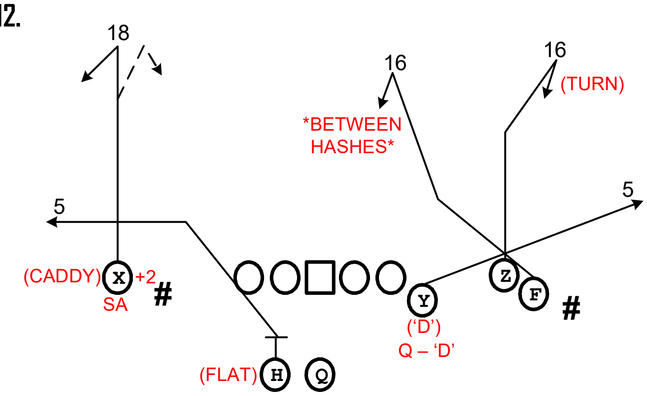
(K) G TRUMP RT 66 F TURN X BENCH

11.



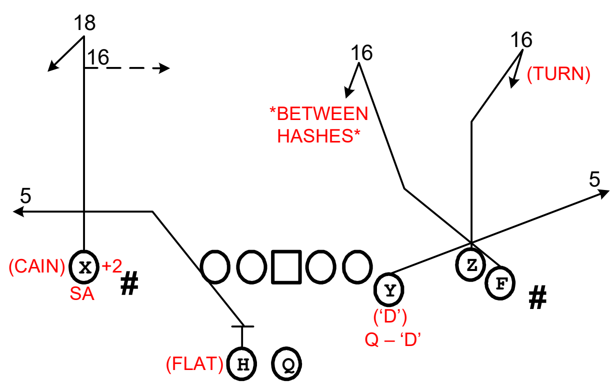
(F) G TRUMP RT 76 F TURN X CADDY

12.



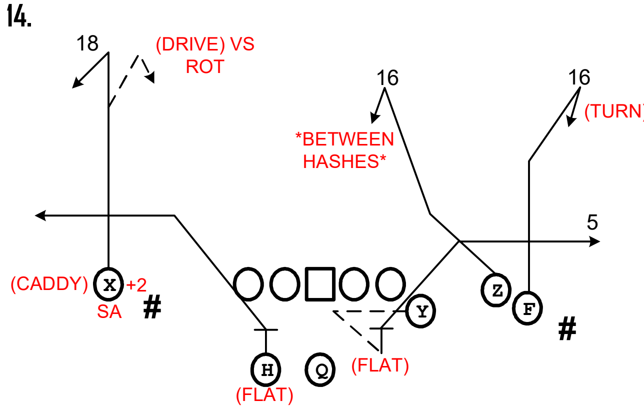
(K) G TROUBLE RT 66 Z TURN X CADDY

13.



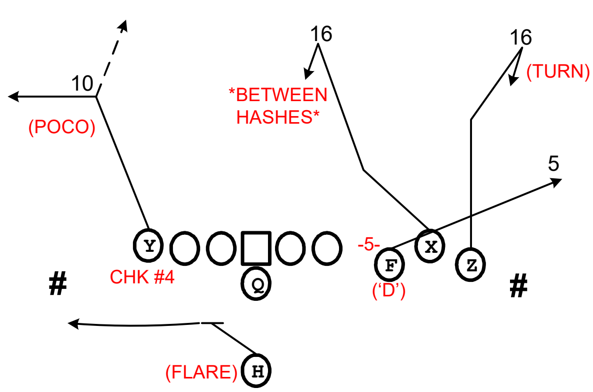
(K) G TROUBLE RT 66 Z TURN X CAIN

14.



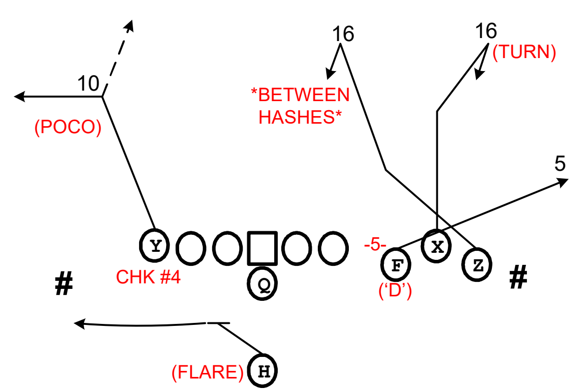
(K) G TROUBLE RT Y PL 88 TURN CADDY

15.



(K) LT BOX 62 TURN POCO

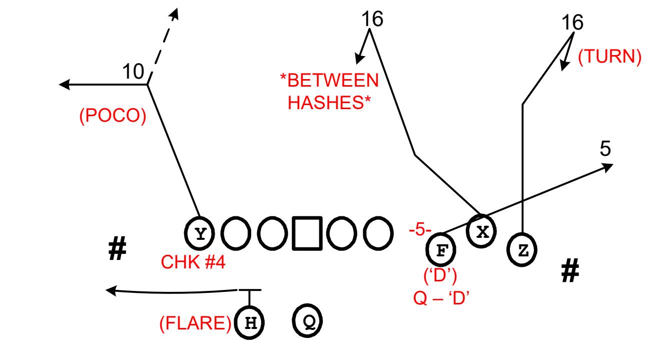
16.



(K) LT BOX 62 X TURN POCO

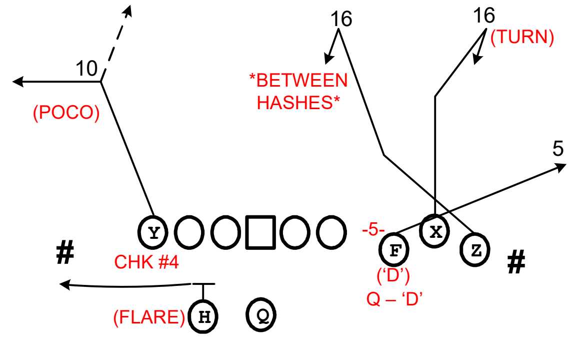
TURN VARIATIONS

17.



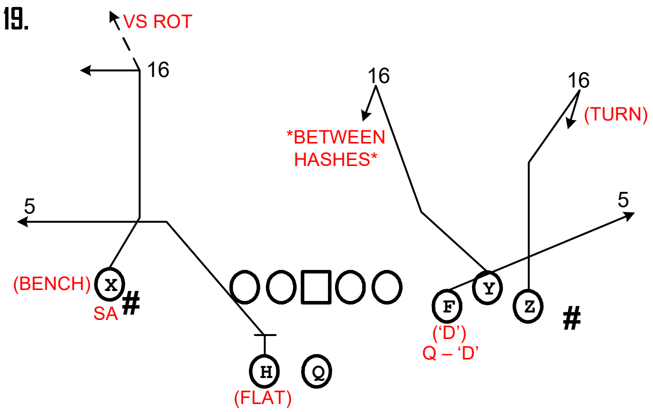
(K) G LT BOX 66 TURN POCO

18.



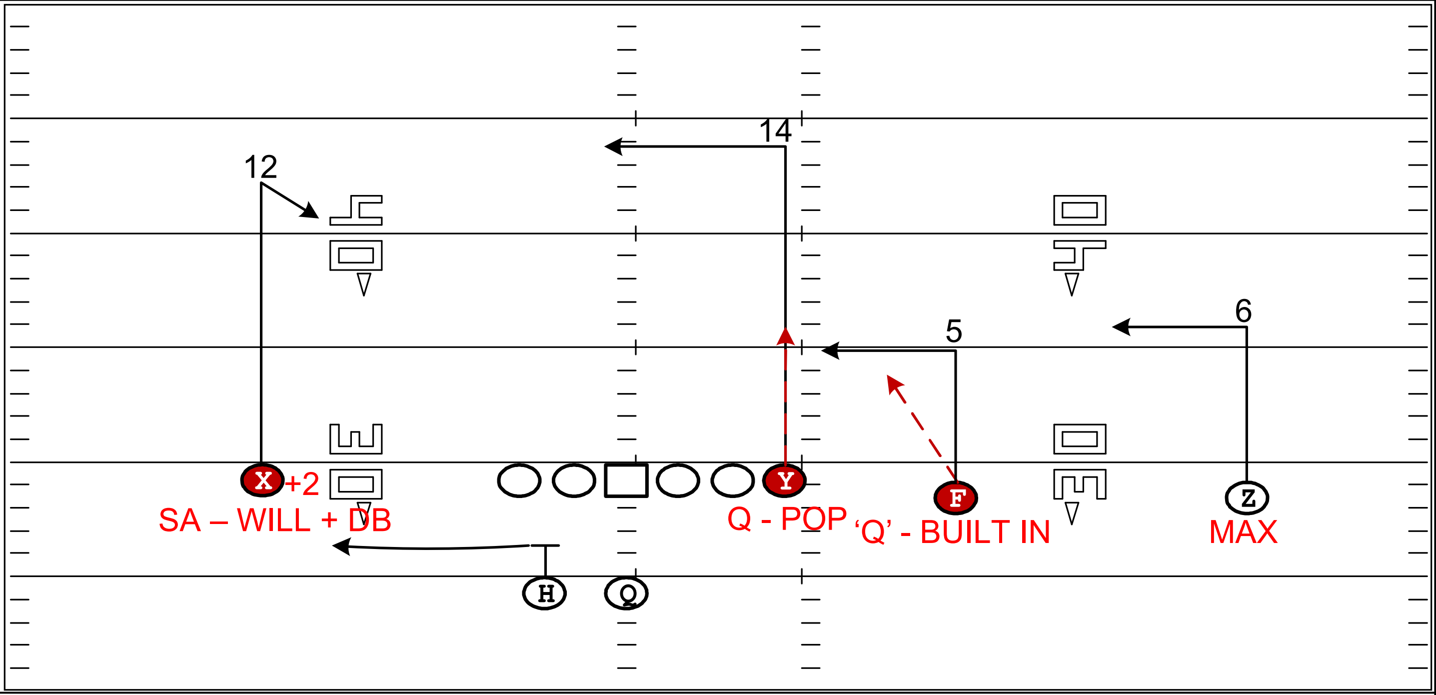
(K) G LT BOX 66 X TURN POCO

19.



(F) G BUNCH RT 66 TURN X BENCH

G TRIPS RT 66 Y TIER



Protection: Protection: 66/67 – 'H' CHK WILL TO 4 WK/SAM/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	UNDER	MAX	VERTICAL	6 YDS	N/A	NONE
X	CURL	+2	VERTICAL	12 YDS	FLASH VS 2 MAN	SA – WILL + DB
Y	IN	ATTACHED	VERTICAL	14 YDS	NONE	Q – POP
F	UNDER	SLOT	VERTICAL	5 YDS	NONE	Q – BUILT IN
H	SWING	GUN	N/A	N/A	NONE	NONE

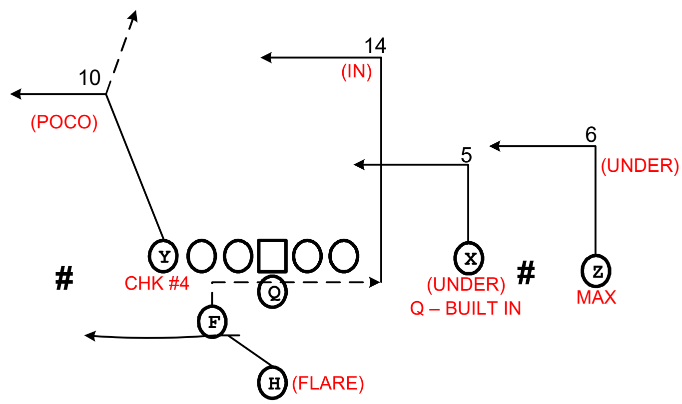
QB Action = 5 Step

QB Read
1 Hi = ALERT CURL / UNDER – IN – UNDER (CAN SKIP 2 & GO TO 3 IF OFF COV)
2 Hi = UNDER – IN – UNDER

ARIZONA CARDINALS

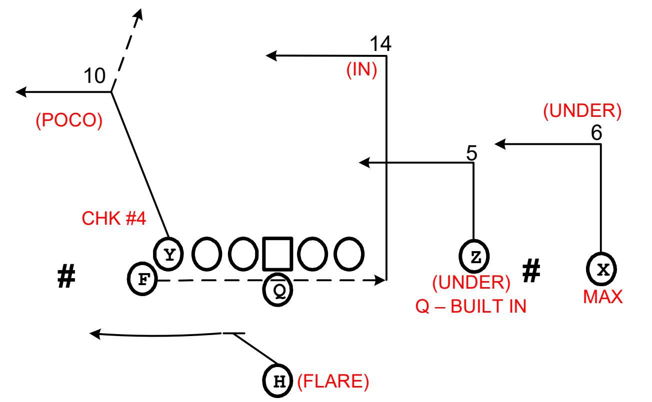
TIER VARIATIONS

1.



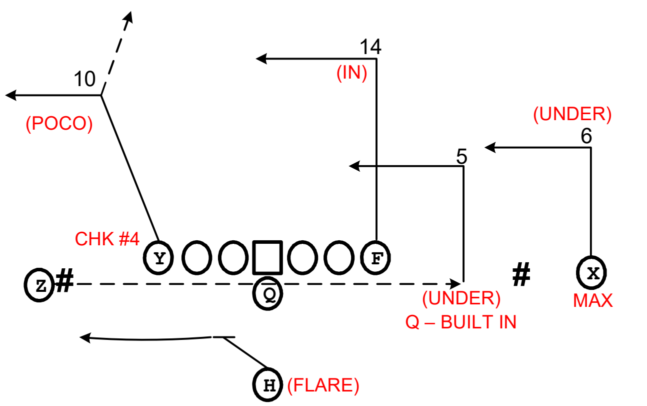
(A/R) STR LT SPLIT F FL 62 F TIER POCO

2.



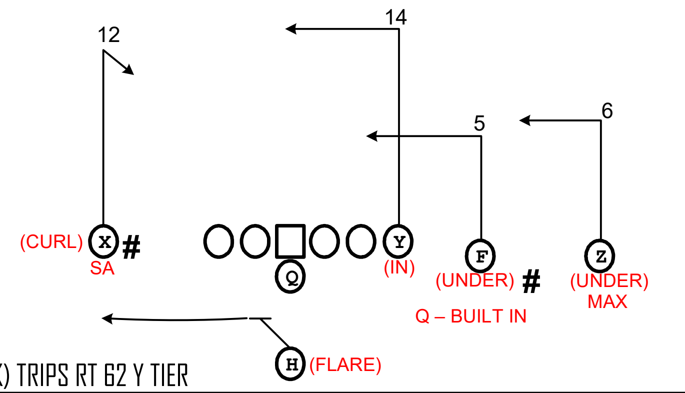
(A/R) FIRM LT F FL 62 F TIER POCO

3.



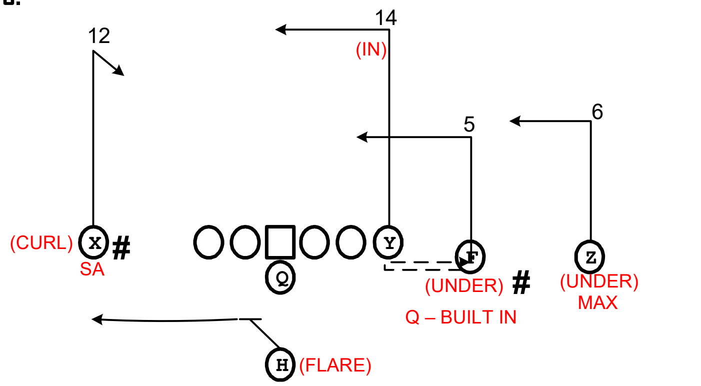
(A/R) DEUCE LT Z FL 62 F TIER POCO

4.



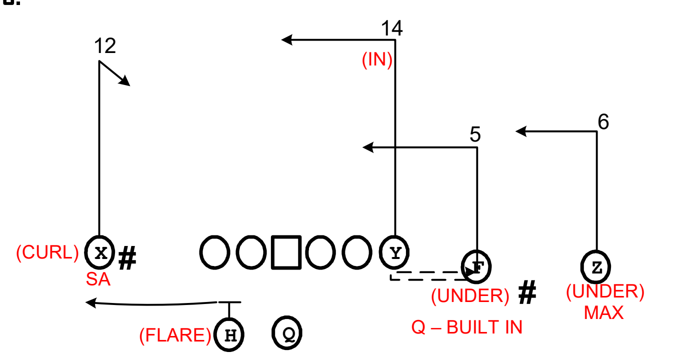
(K) TRIPS RT 62 Y TIER

5.



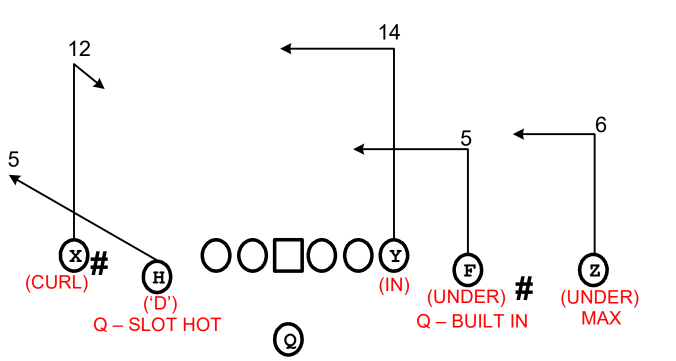
(K) TRIPS RT F PL 62 Y TIER

6.



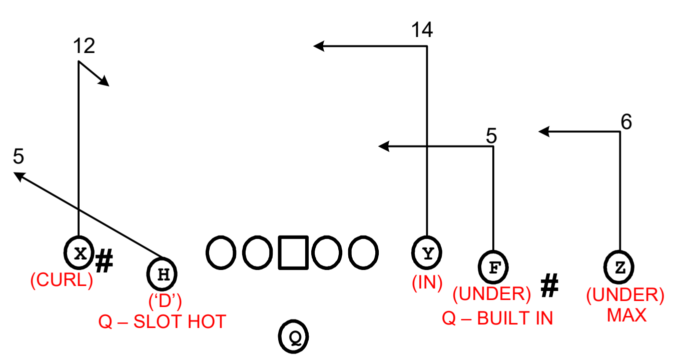
(K) G TRIPS RT F PL 66 Y TIER

7.



(K/RO) G EMPTY RT 52 Y TIER

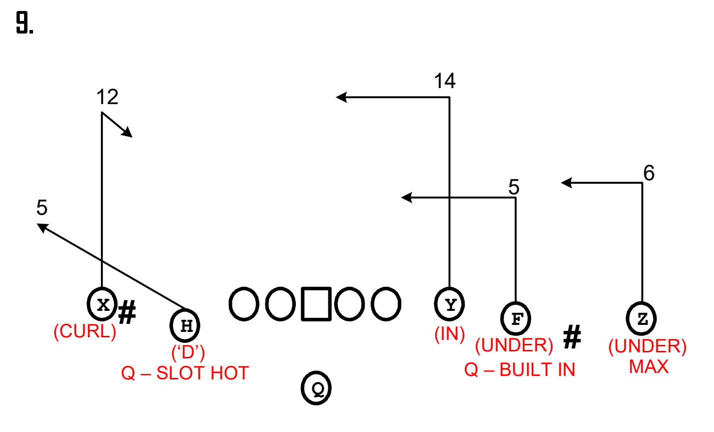
8.



(F) G EMPTY RT 52 Y TIER

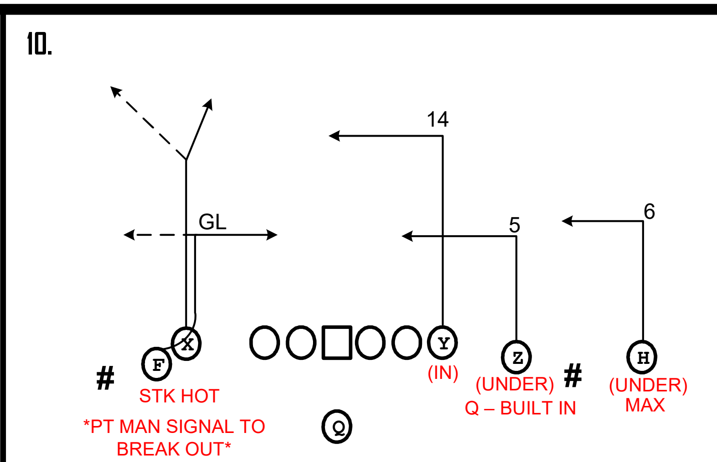
TIER VARIATIONS

9.



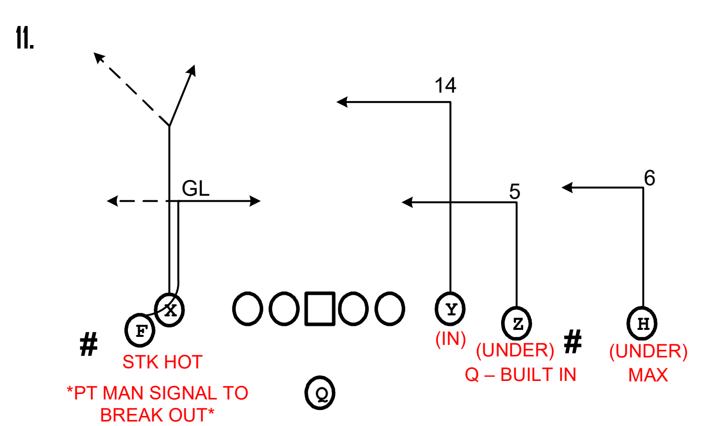
(F/JD) G DICE RT O.S. 52 Y TIER

10.



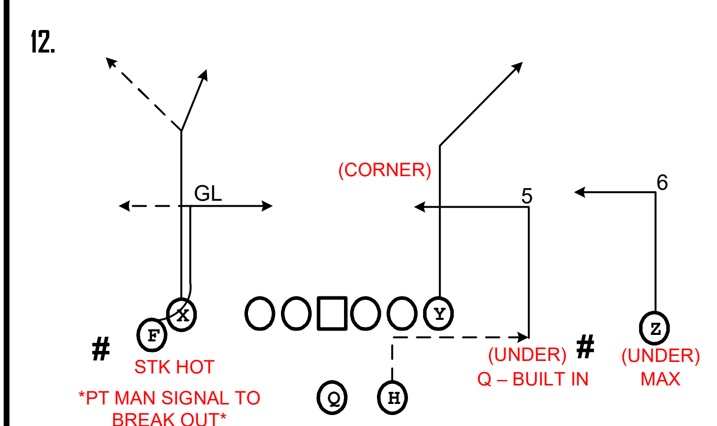
(K/RD) G DBL RT O.S. 52 Y TIER CHOP

11.



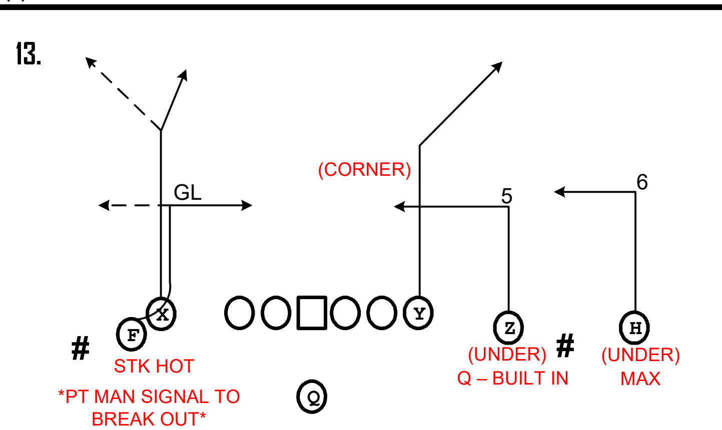
(F) G DBL RT O.S. 52 Y TIER CHOP

12.



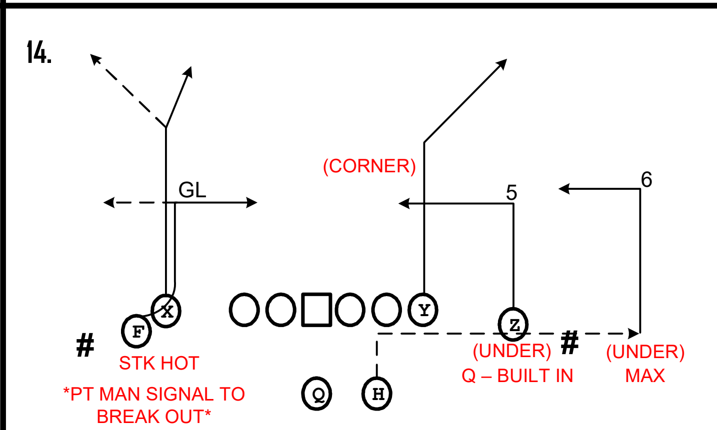
(K/RD) G DBL RT H MO 52 TIER Y CORNER CHOP

13.



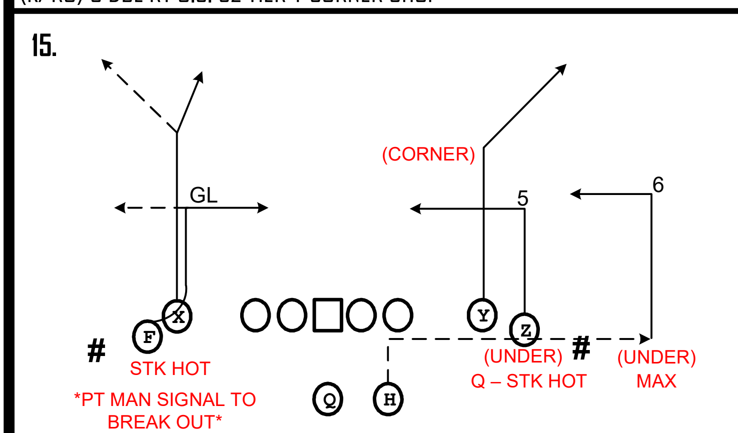
(K/RD) G DBL RT O.S. 52 TIER Y CORNER CHOP

14.



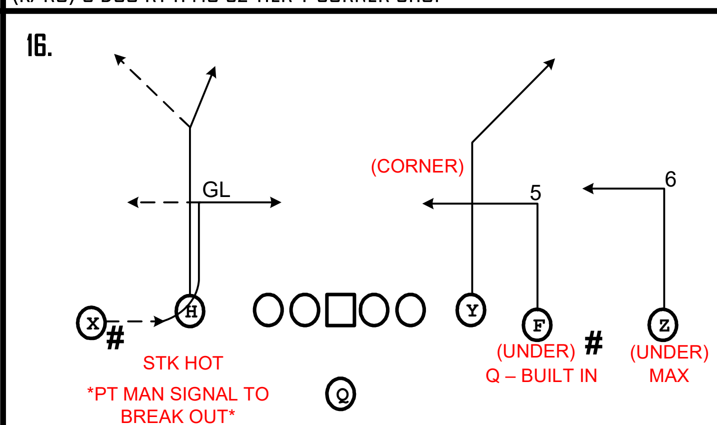
(K/RD) G DUO RT H MO 52 TIER Y CORNER CHOP

15.



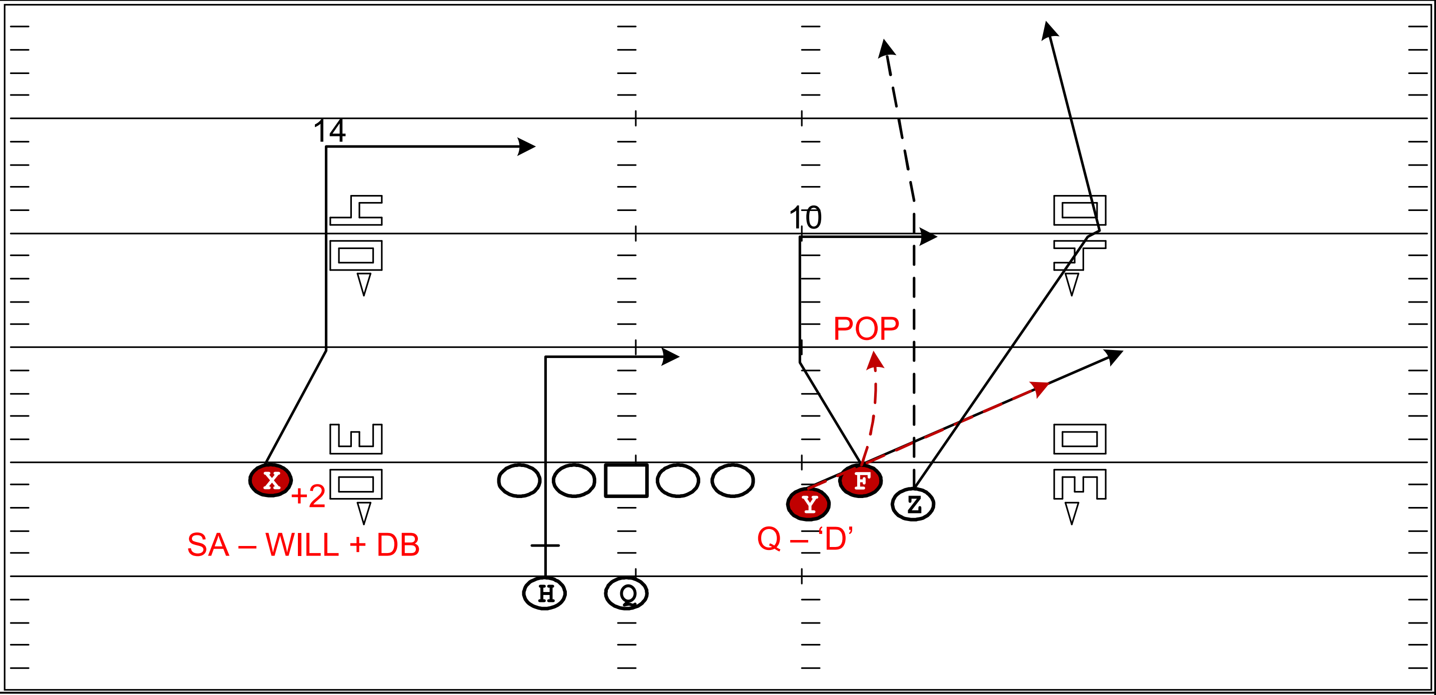
(F/JD) G DUO RT H MO 52 TIER Y CORNER CHOP

16.



(F/JD/5) G EMPTY RT X SH 52 TIER Y CORNER CHOP

G F BUNCH RT 66 LOAD



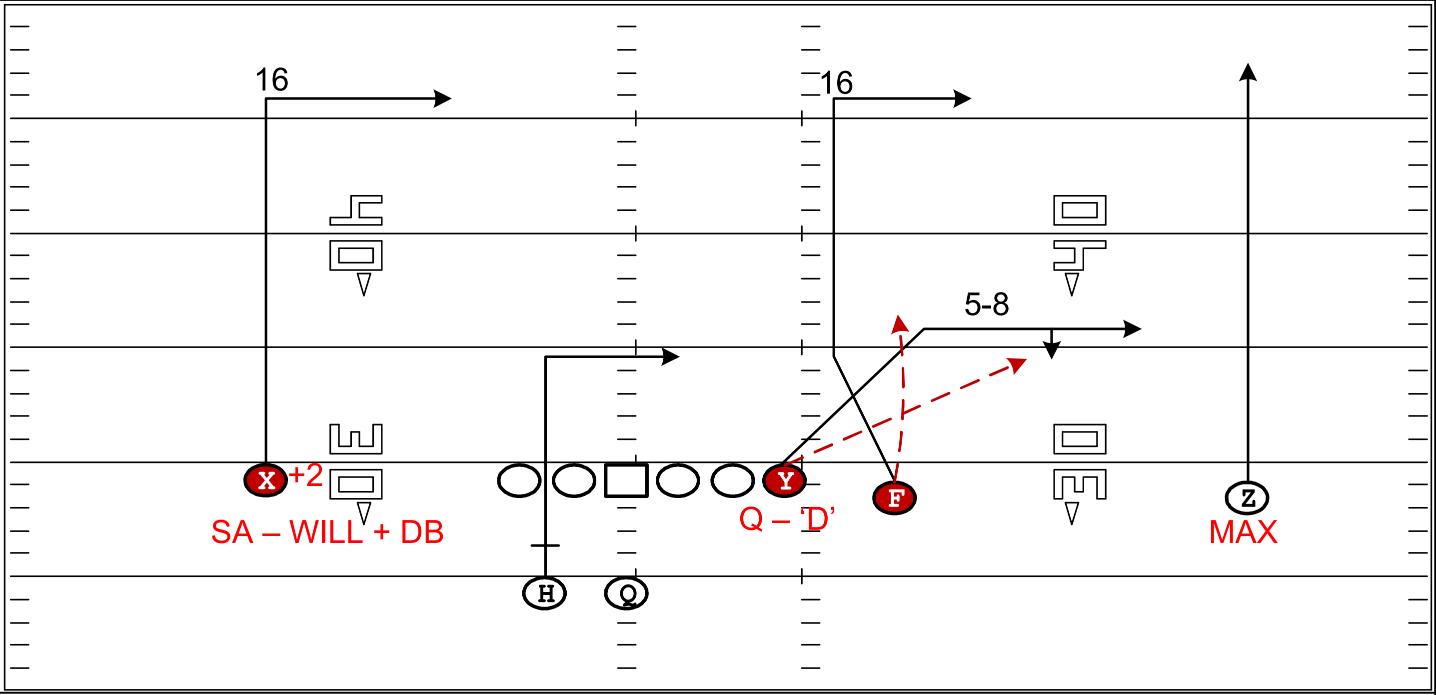
Protection: Protection: 66/67 – 'H' CHK WILL TO 4 WK/SAM/4 STG

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	PROTECTION POST	BUNCH	OUTSIDE	N/A	NORMAL SPLIT – PROTECTION RELEASE	NONE
X	BEND	+2	INSIDE	14 YDS	NONE	SA – WILL + DB
Y	'D'	BUNCH	OUTSIDE	5 YDS	NONE	Q – 'D'
F	PRESS OUT	BUNCH	INSIDE	10 YDS	NONE	POP
H	CHK SNEAK	GUN	N/A	5 YDS	NONE	NONE

QB Action = 5 Step

QB Read
1 Hi = 'D' - PRESS OUT – SNEAK – IN (ALERT 4 SM)
2 Hi = PRESS OUT – SNEAK – BEND

G TRIPS RT 66 F SAILOR



Protection: Protection: 66/67 – 'H' CHK WILL TO 4 WK/SAM/4 STG

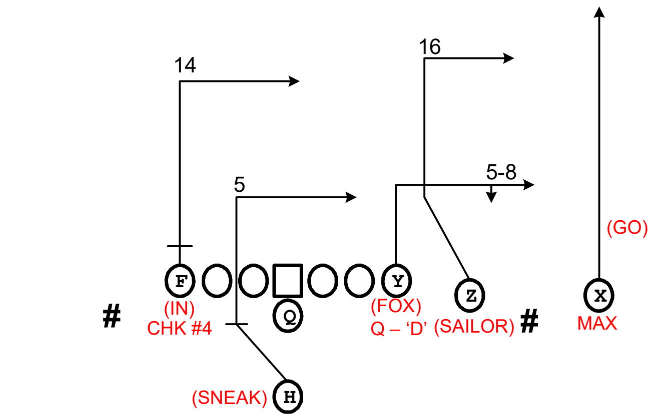
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	GO	MAX	BEST	N/A	N/A	NONE
X	IN	+2	VERTICAL	16 YDS	NONE	SA – WILL + DB
Y	FOX	ATTACHED	OUTSIDE	5-8 YDS	SIT ON #'S VS ROT	Q – 'D'
F	SAILOR	SLOT	INSIDE	16 YDS	NONE	Q – POP
H	CHK SNEAK	GUN	N/A	5 YDS	NONE	NONE

QB Action = 7 Step

QB Read
1 Hi = ALERT GO / FOX – SAILOR – SNEAK - IN
2 Hi = SAILOR / FAN – SNEAK – IN

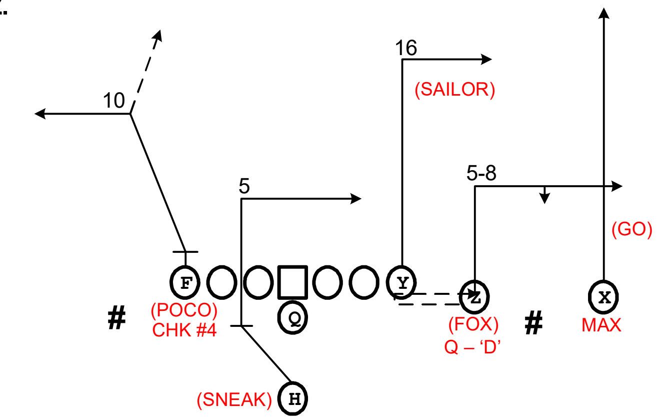
SAILOR VARIATIONS

1.



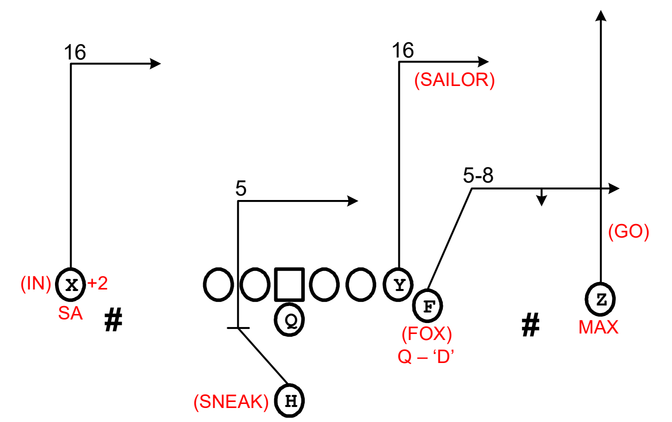
(A/R) OVER RT 62 Z SAILOR

2.



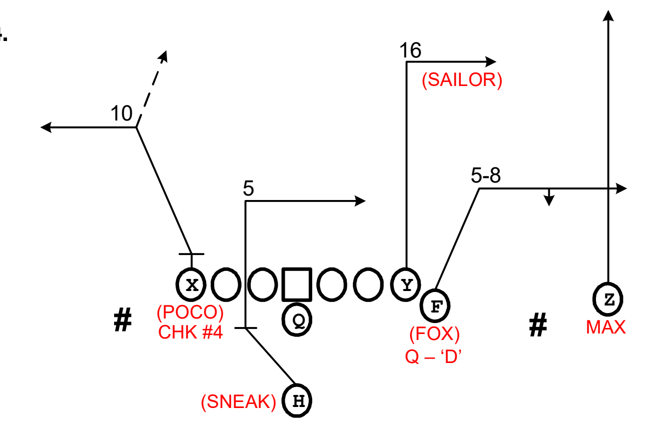
(A/R) OVER RT Z PL 62 Y SAILOR POCO

3.



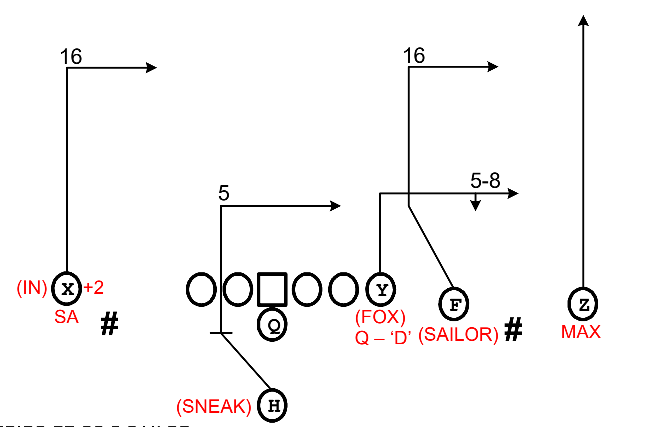
(A/R) TREY RT 62 Y SAILOR

4.



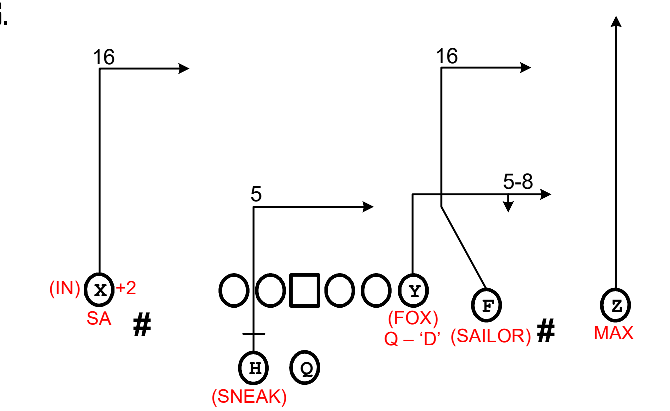
(C) TITE TREY RT 62 Y SAILOR POCO

5.



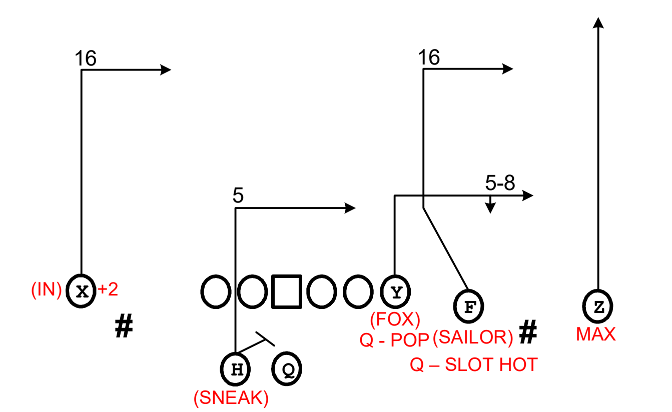
(K) TRIPS RT 62 F SAILOR

6.



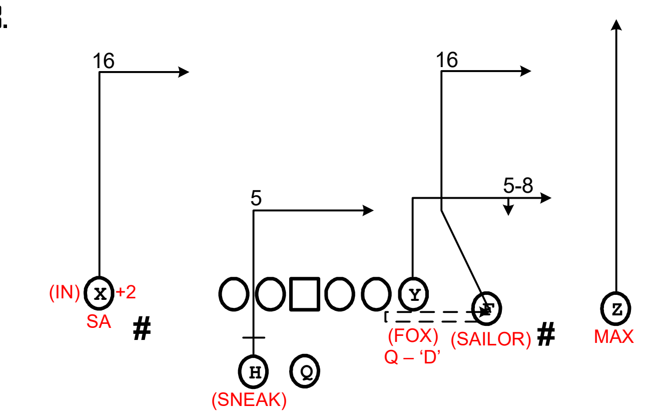
(K) G TRIPS RT 66 F SAILOR

7.



(K) G TRIPS RT 76 F SAILOR

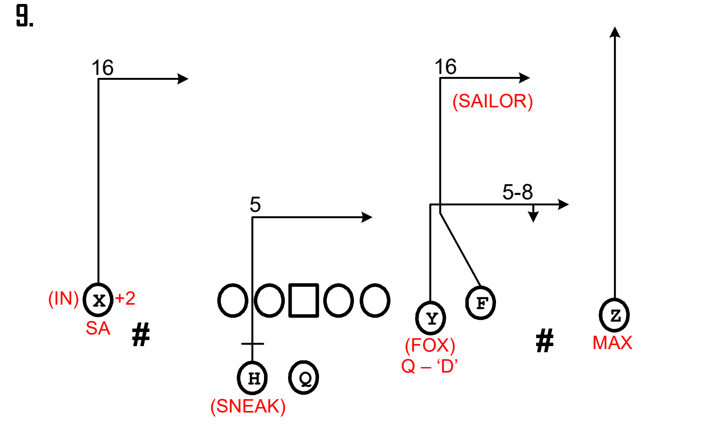
8.



(K) G TRIPS RT F PL 66 F SAILOR

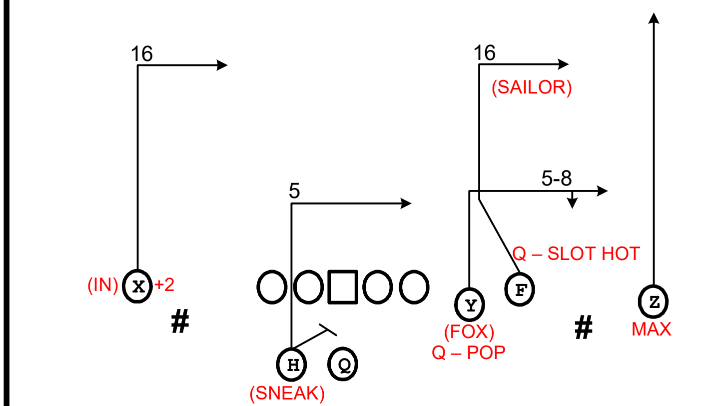
SAILOR VARIATIONS

9.



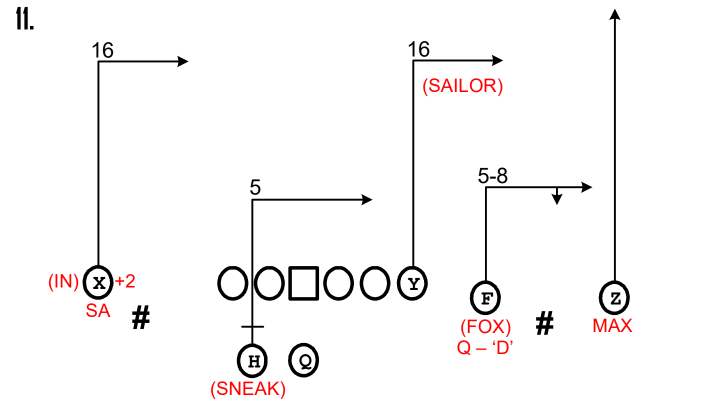
(F) G TRIPS RT 66 F SAILOR

10.



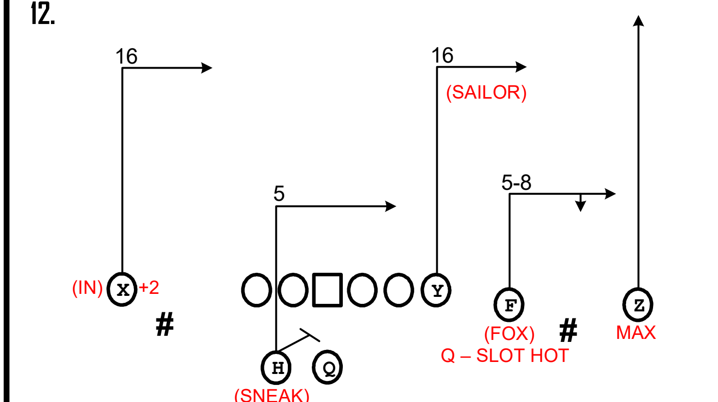
(F) G TRIPS RT 76 F SAILOR

11.



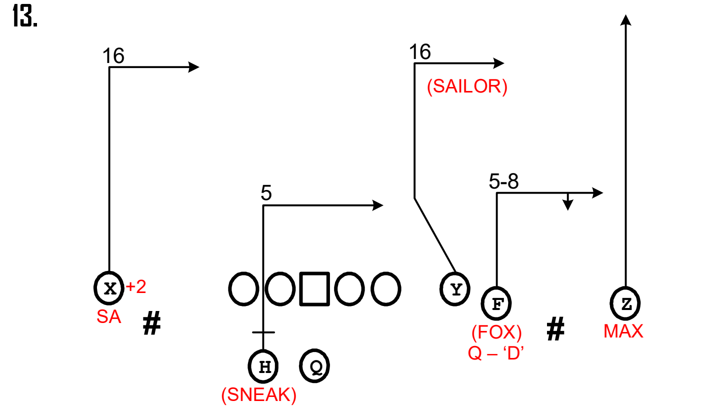
(K) G TRIPS RT 66 Y SAILOR

12.



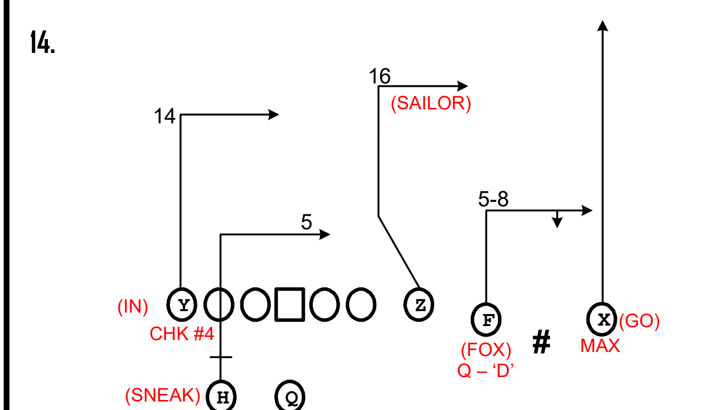
(K) G TRIPS RT 76 Y SAILOR

13.



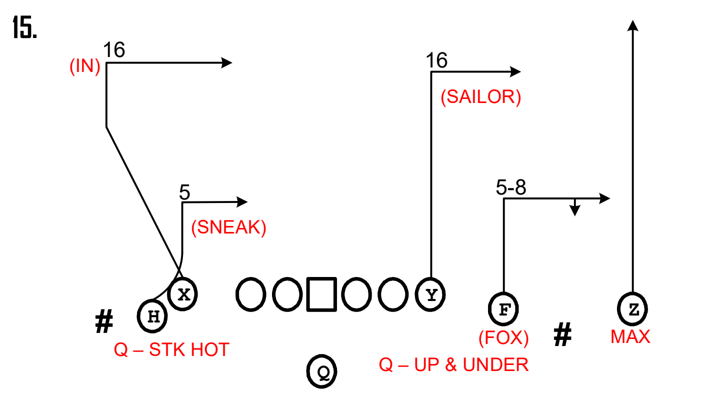
(F) G TRIPS RT 66 Y SAILOR

14.



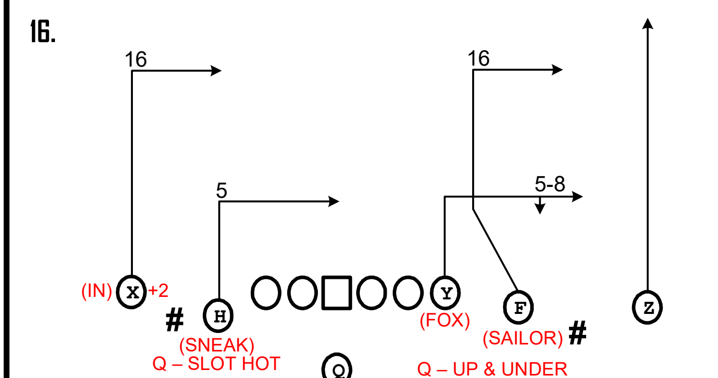
(K) G LT TEX 66 Z SAILOR

15.



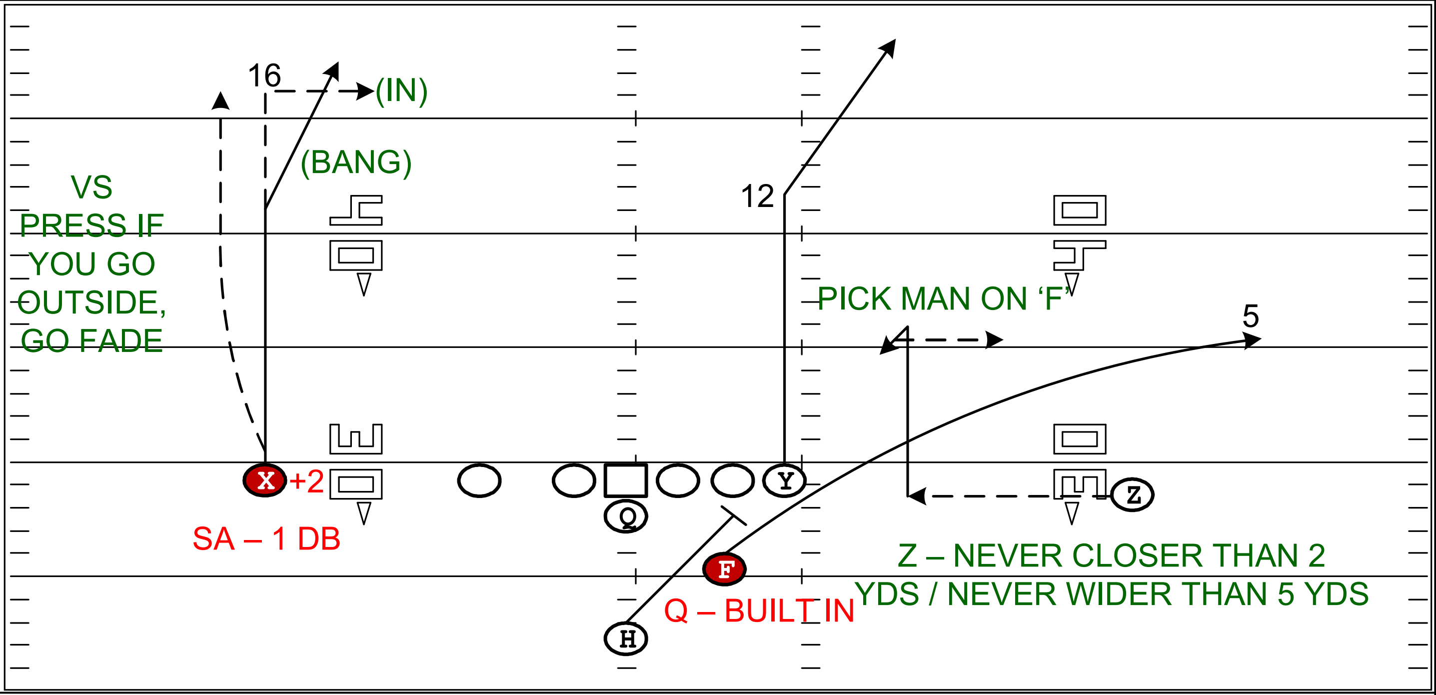
(K/RO) G EMPTY RT HEX 52 Y SAILOR

16.



(K/RO) G EMPTY RT 52 F SAILOR

STR RT Z SH K4 STAR SINK



Protection: Protection: K4/K5 – DUAL MIKE / SAM – ALERT TURN

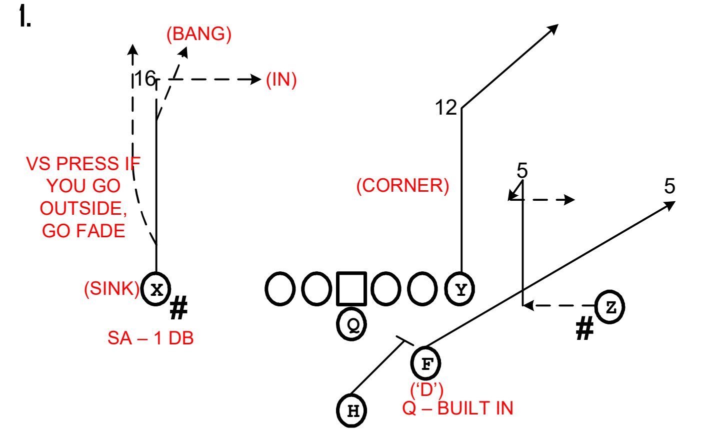
REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	STAR	CLOSE	VERTICAL	5-6 YDS	PICK LB VS MAN SLIDE VS ZONE	NONE
X	SINK	+2	VARIES	VARIES	ROT = IN @ 16YDS OFF = BANG O/S RELEASE = GO	SA – 1 DB
Y	CORNER	ATTACHED	VERTICAL	12 YDS	NONE	NONE
F	DIAGONAL	STRONG	OUTSIDE	5 YDS	NONE	NONE
H	BLOCK	HOME	N/A	N/A	NONE	NONE

QB Action = FAKE - 5 Step

QB Read
'D' - STAR – CORNER (ALERT SINK)

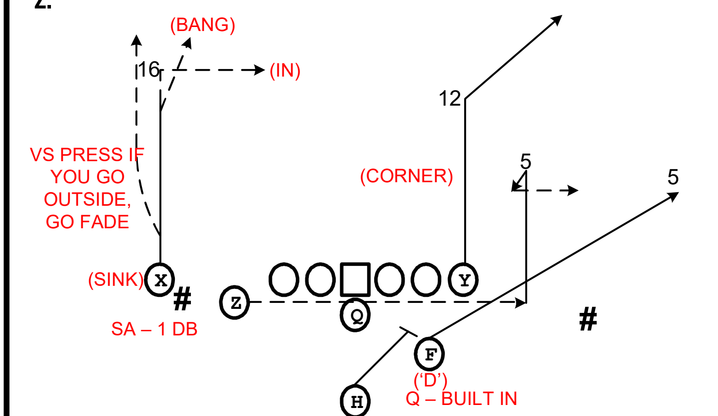
STAR VARIATIONS

1.



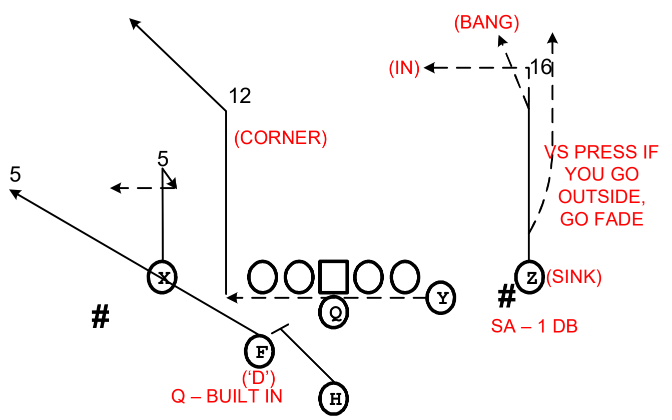
(A/R) STR RT Z SH K4 STAR SINK

2.



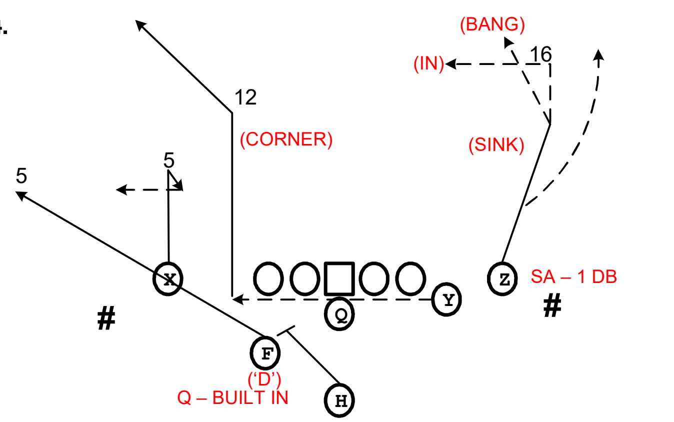
(A/R) STR RT SLOT Z MO K4 STAR SINK

3.



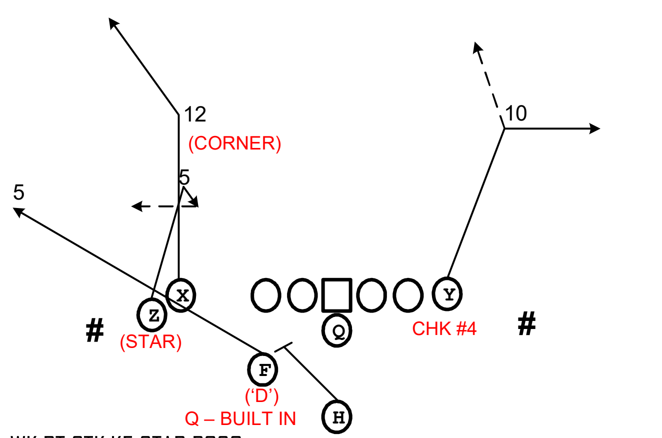
(A/R) WK RT NASTY Y FL K5 STAR SINK

4.



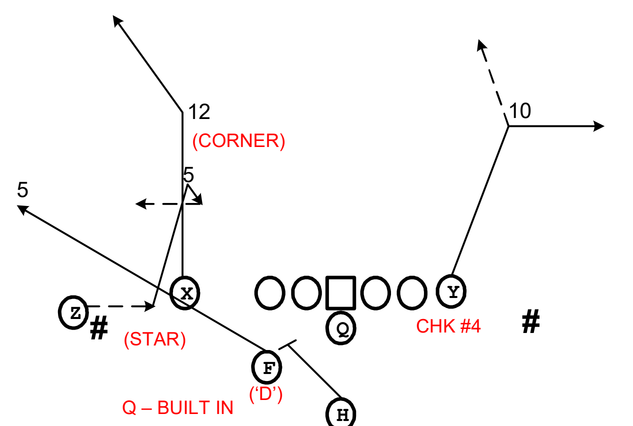
(A/R) WK RT SQ Y FL K5 STAR SINK

5.



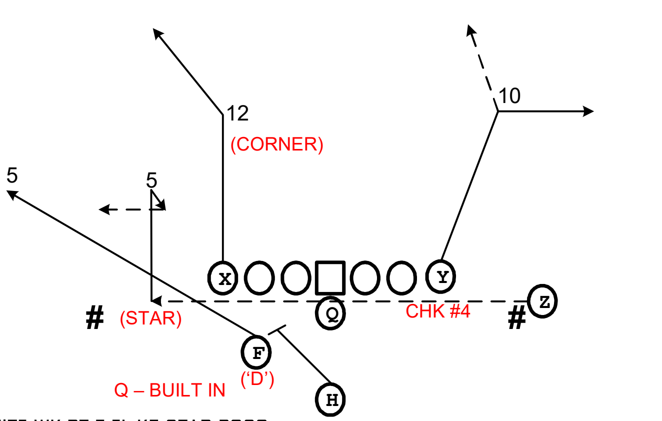
(A/R) WK RT STK K5 STAR POCO

6.



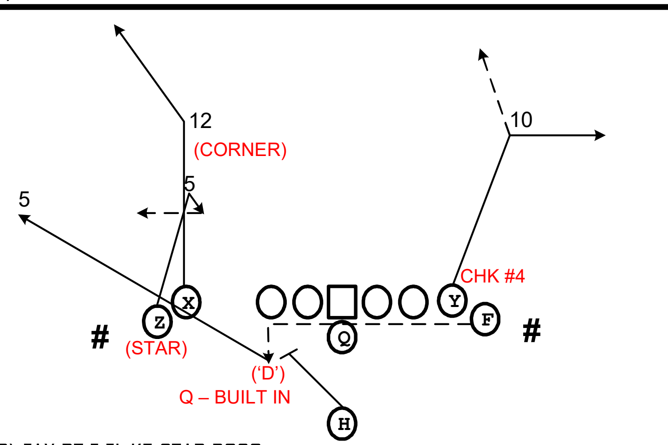
(A/R) WK RT SPLIT Z SH K5 STAR POCO

7.



(C) TITE WK RT Z FL K5 STAR POCO

8.



(A/R) FAX RT F FL K5 STAR POCO

APRIL 26TH – INSTALL DAY #6 (2016)

SPECIFIC CATEGORY

RED ZONE / BACKED UP

RUNS

REVIEW ZONE RUNS

PROTECTIONS

DASH RT/LT

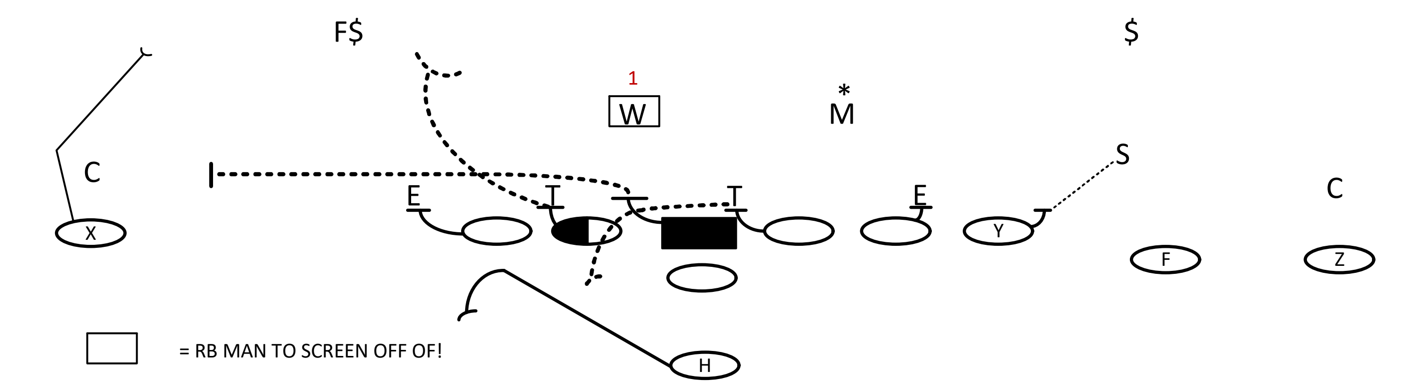
SPRINT RT/T

REACH RT/LT

SCREENS

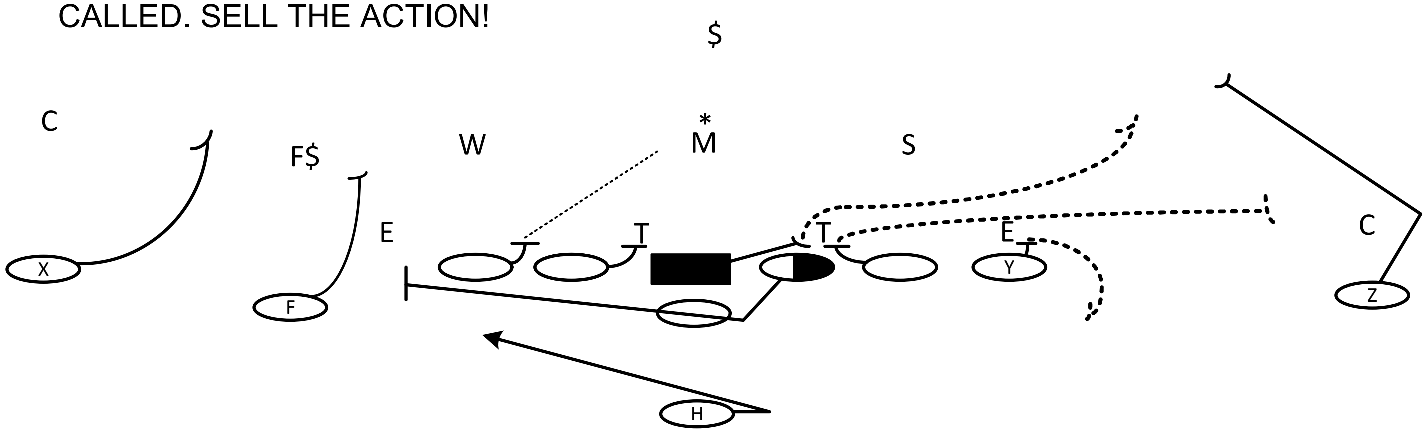
BLUNT PASS 5 (4) SLOW SCREEN LT (RT)

Play Description: 3 COUNT (SLOW SCREEN) 3 MAN SCREEN OFF OF BLUNT 5 (4) ACTION UP FRONT. THINK 80 (81) PROTECTION RULES. SELL THE ACTION PLAY SIDE.



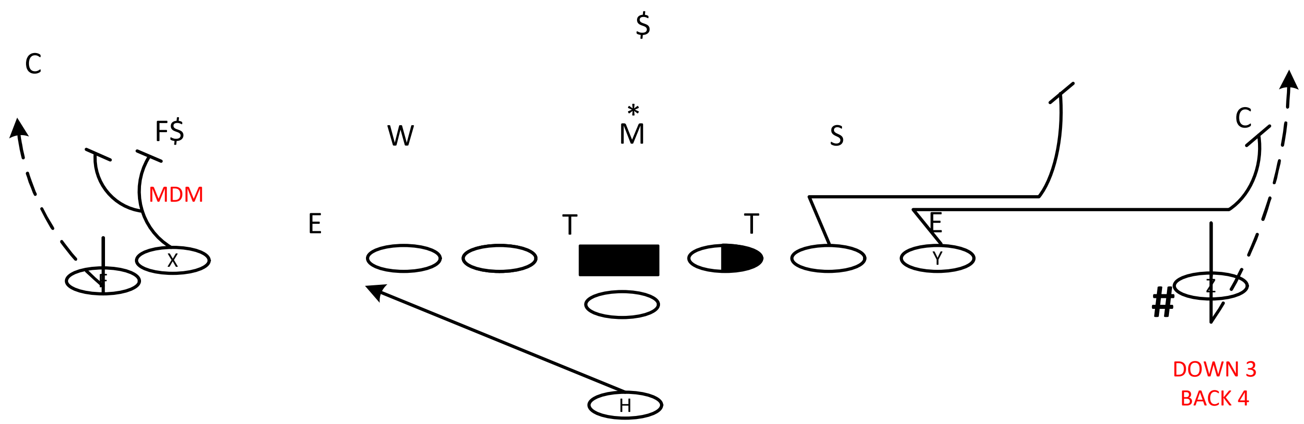
TRAP PASS 5 (4) SCREEN (Y / F)

Play Description: PLAY ACTION SCREEN OFF OF **TRAP PASS 5 (4) ACTION**. BST & CENTER WILL GET OUT IN THE SCREEN. EVERYONE ELSE BLOCK THE PROTECTION CALLED. SELL THE ACTION!



FK 29 (28) THROWBACK SCR RT Z F NOW

Play Description: PLAY ACTION SCREEN OFF OF **29 (28) BLUNT ACTION**. OL BLOCK BLUNT RULES - SELL THE ACTION! – RB PROTECT 'D' GAP. TACKLE/TE – GO FLAT DOWN LOS – LOOK TO REACH DEFENDER. POSSIBLE KICK OUT BLOCK BY TE.



CARDINALS OFFENSE

ROUTE INSTALL

DAY #6

Route Installation

REDZONE:

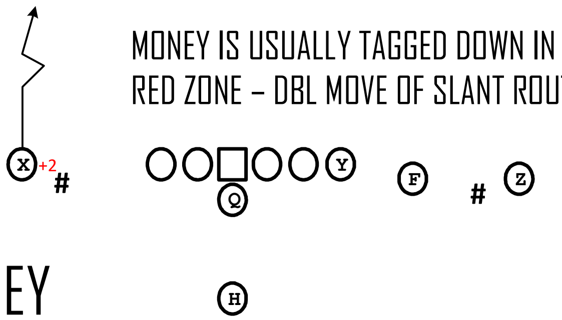
1) RED INDY POST
2) RED INDY FLAG
3) PIN X RED POST
4) YOKE
5) STOKE
6) DRAGON (RED)
7) SHAVE F WHEEL
8) SCRAPE (CHARLIE, SMURF)
9) LEVEL (OKIE, SMURF)
10) TIER (CORNER)
11) SNATCH
12) SCORE
13) DIG
14) POACH
15) CHASE
16) PIVOT
17) PICK
18) CHOP
19) MONEY
20) POD
21) SOCK

22) DASH (FOX, SMURF)
23) SPRINT (SMURF)
24) REACH (RACE)

RED ZONE

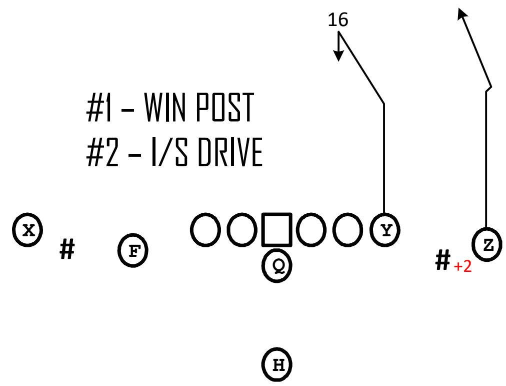
+2 SPLIT

MONEY IS USUALLY TAGGED DOWN IN THE RED ZONE – DBL MOVE OF SLANT ROUTE



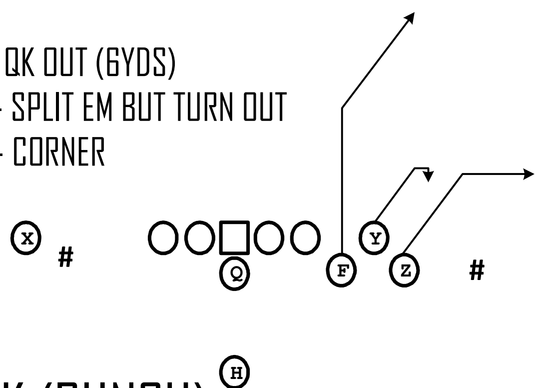
MONEY

#1 – WIN POST
#2 – I/S DRIVE



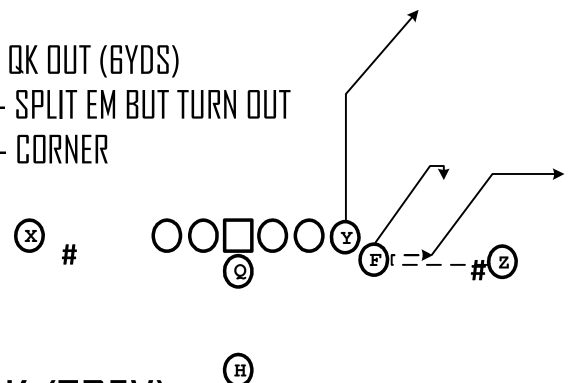
POD

#1 – QK OUT (6YDS)
#2 – SPLIT EM BUT TURN OUT
#3 – CORNER



SOCK (BUNCH)

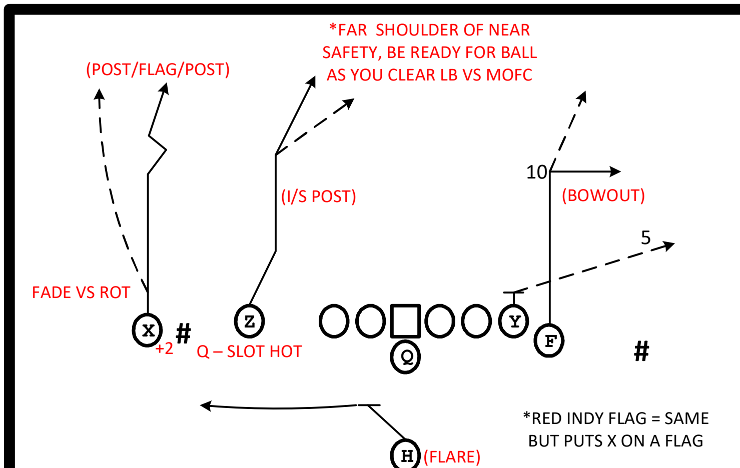
#1 – QK OUT (6YDS)
#2 – SPLIT EM BUT TURN OUT
#3 – CORNER



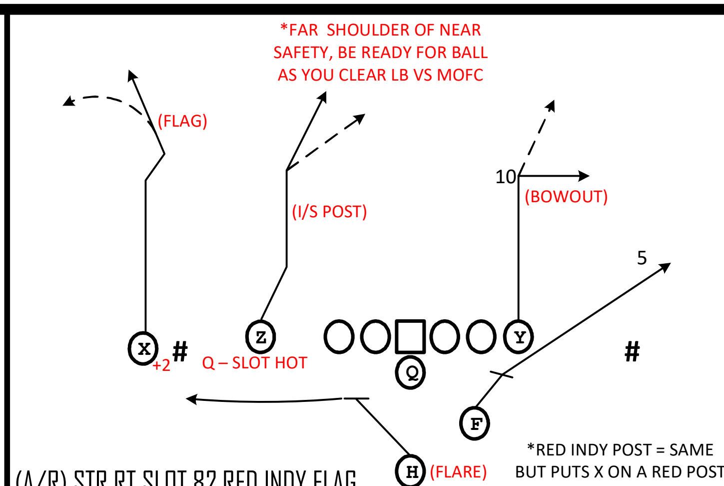
SOCK (TREY)

ARIZONA CARDINALS

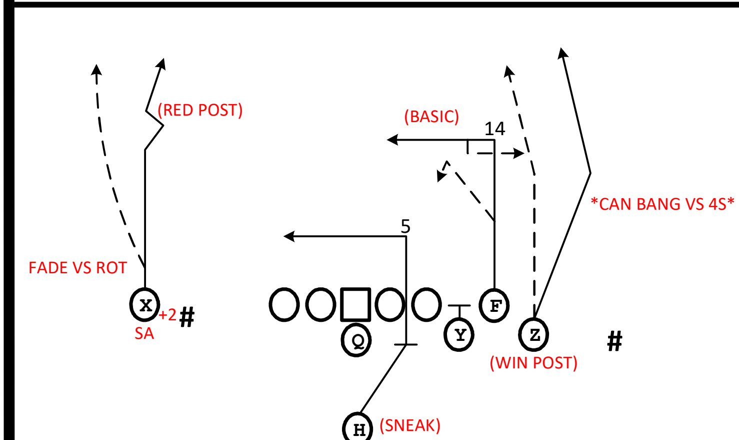
RED ZONE INSTALL



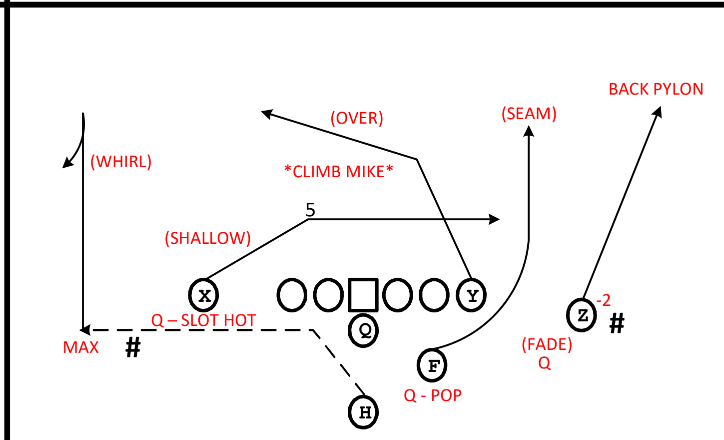
(A/R) FIRM RT 80 RED INDY POST



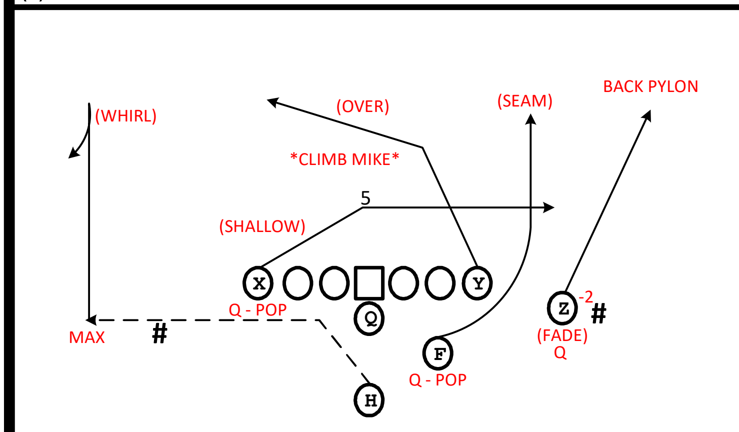
(A/R) STR RT SLOT 82 RED INDY FLAG



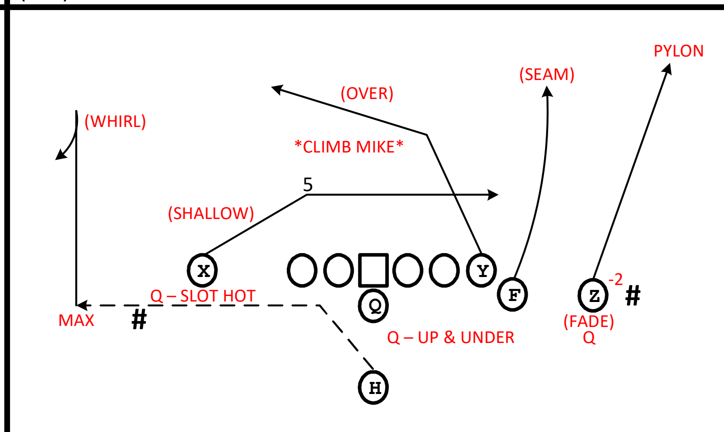
(K) F BUNCH RT KICK 2 PIN X RED POST



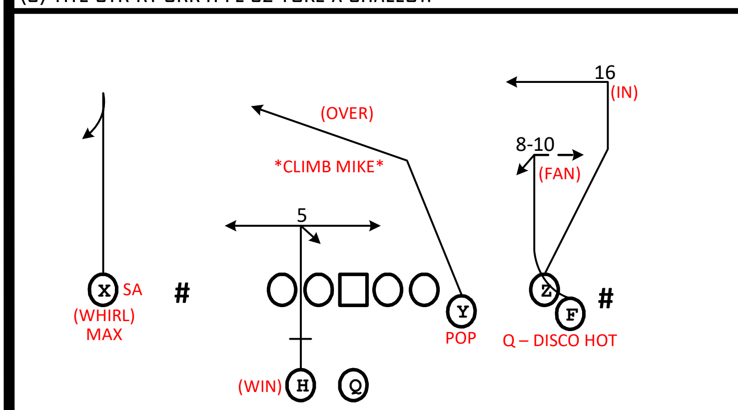
(A/R) STR RT SQ H FL 52 YOKE X SHALLOW



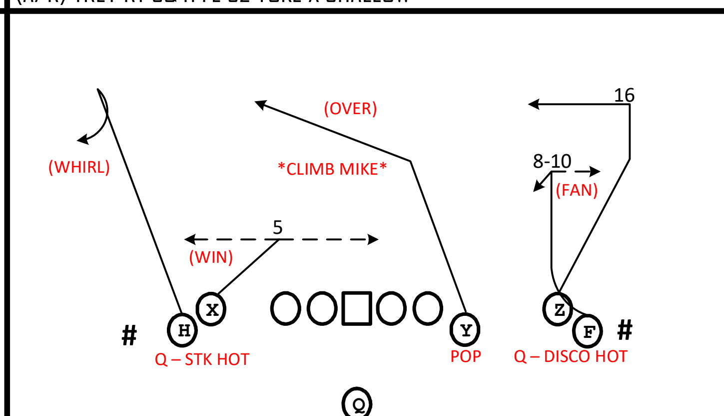
(C) TITE STR RT CRK H FL 52 YOKE X SHALLOW



(A/R) TREY RT SQ H FL 52 YOKE X SHALLOW

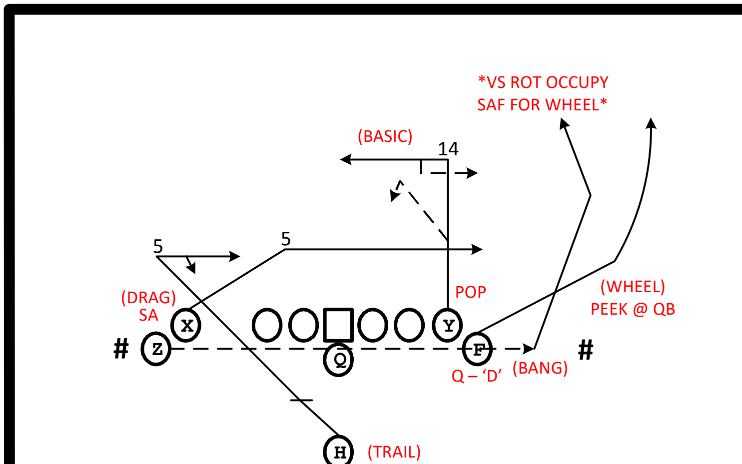


(K) G TROUBLE RT 66 STOKE H WIN

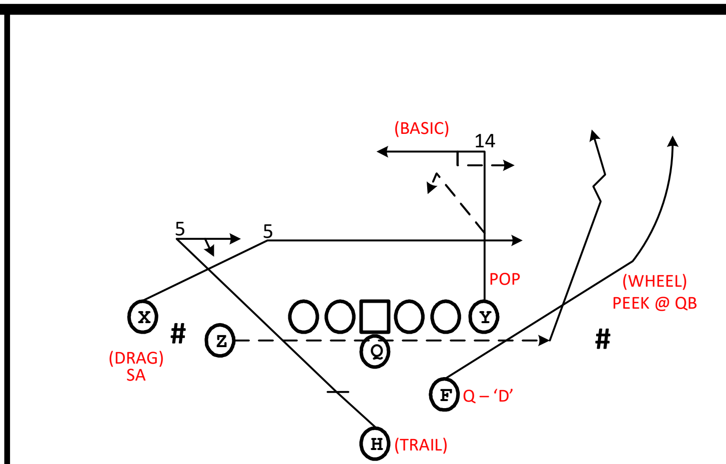


(K/RD) G TROUBLE RT HEX 52 STOKE X WIN

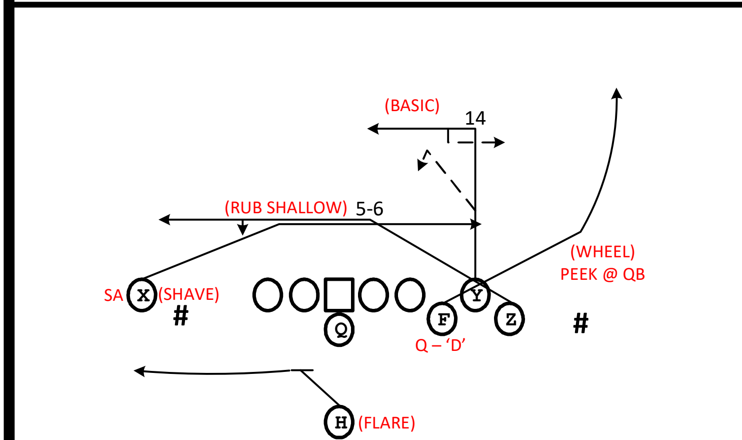
RED ZONE INSTALL



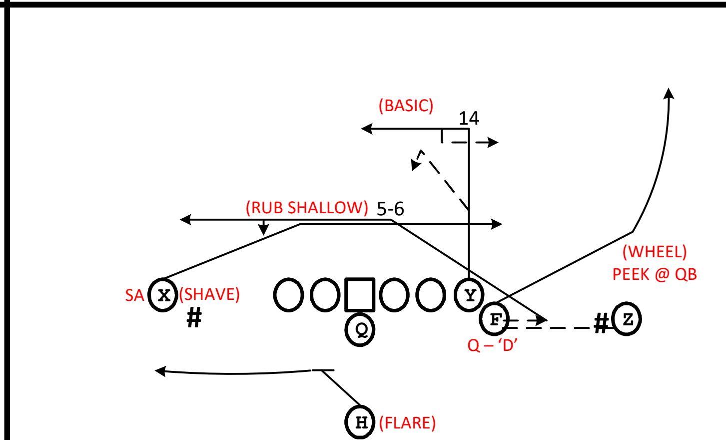
(A/R) FAX RT Z MO 62 X DRAGON



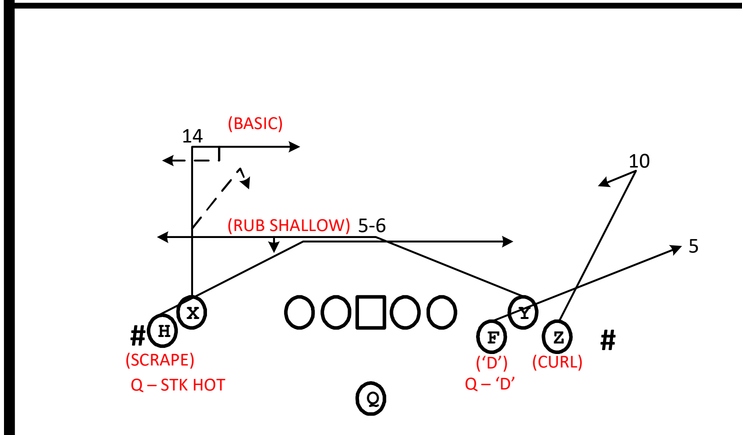
(A/R) STR RT SLOT Z MO 62 X RED DRAGON



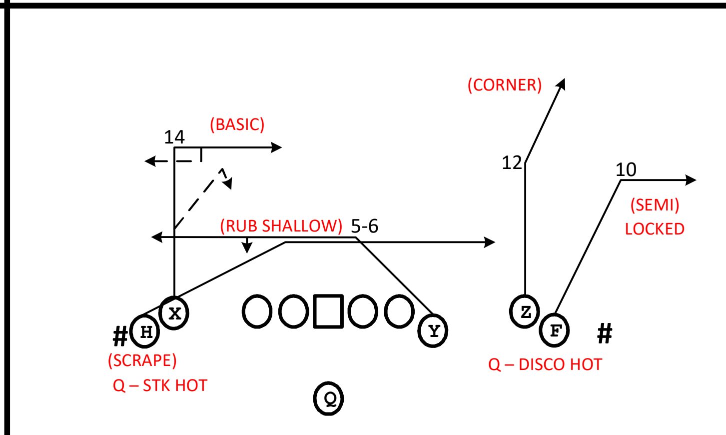
(A/R) BUNCH RT 62 F WHEEL X SHAVE



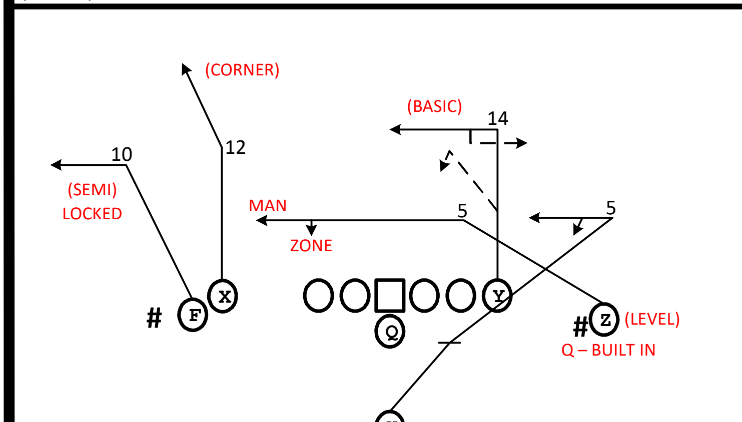
(A/R) TREY RT Z PL 62 F WHEEL X SHAVE



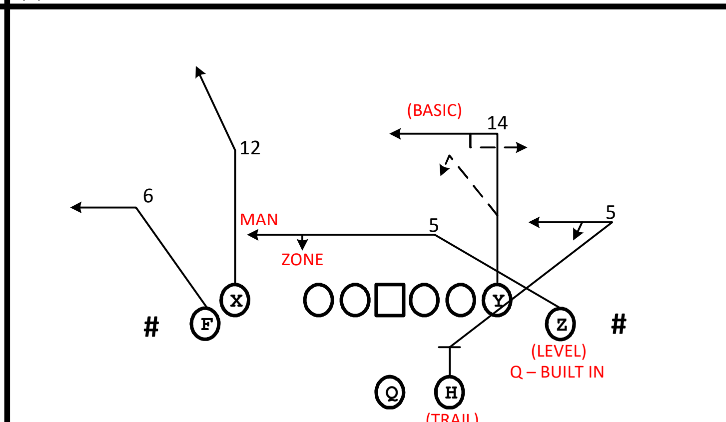
(A/R/K) G BUNCH RT HEX 52 CHARLEY H SCRAPE



(K) G TROUBLE RT HEX 52 SMURF H SCRAPE



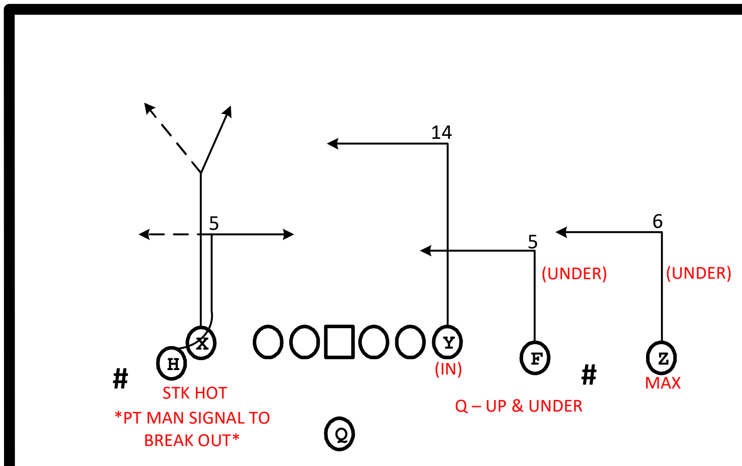
(K) DBL RT 74 Z LEVEL SMURF



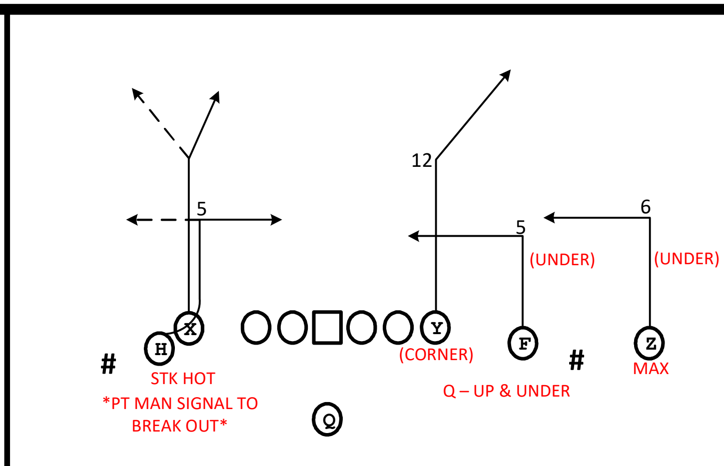
(K) G DUO RT 74 Z LEVEL OKIE

ARIZONA CARDINALS

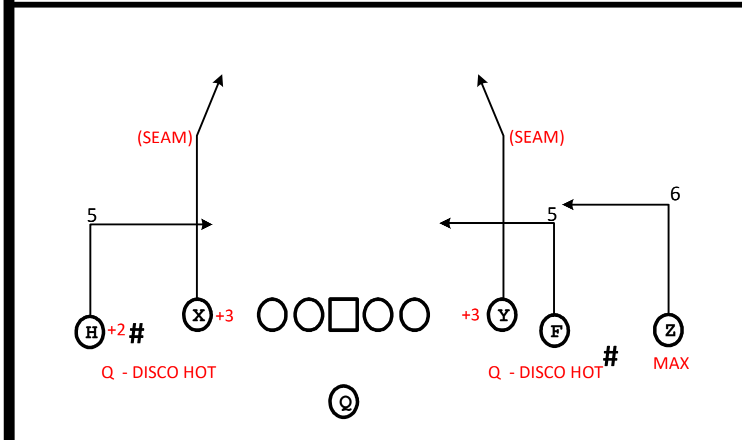
RED ZONE INSTALL



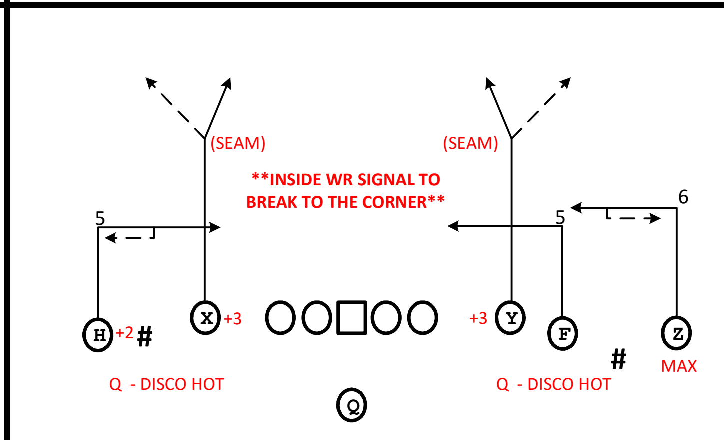
(K) G EMPTY RT HEX 52 TIER CHOP



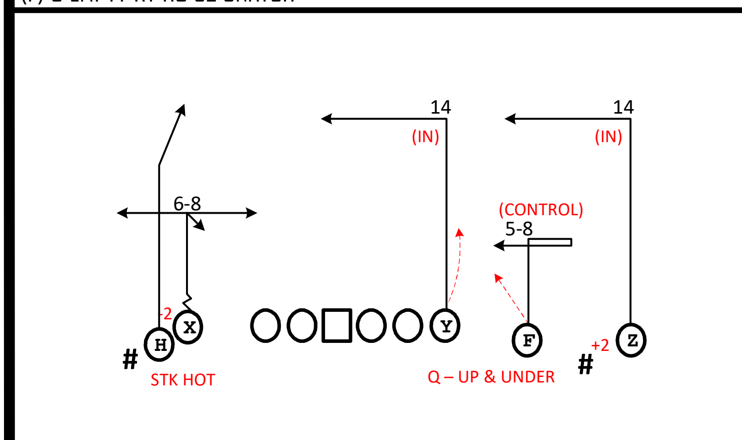
(K) G EMPTY RT HEX 52 TIER Y CORNER CHOP



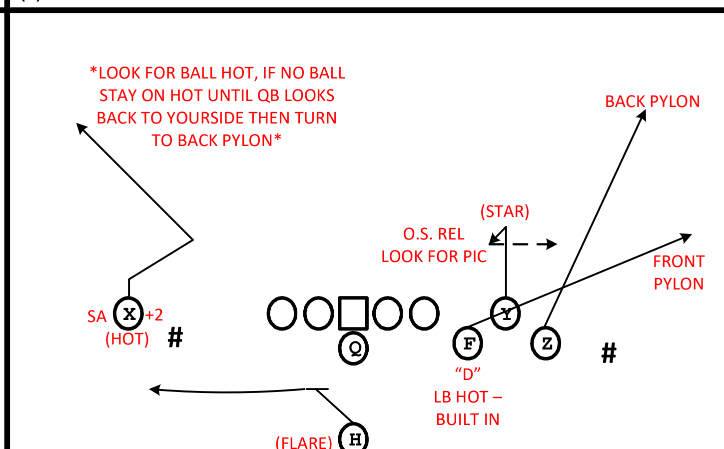
(F) G EMPTY RT HO 52 SNATCH



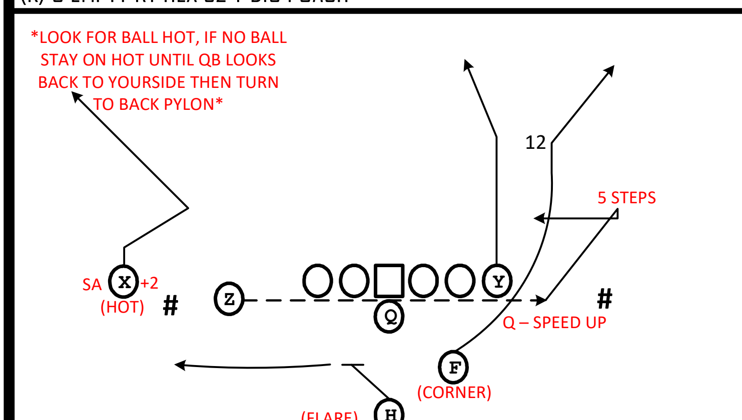
(F) G EMPTY RT HO 52 SCORE



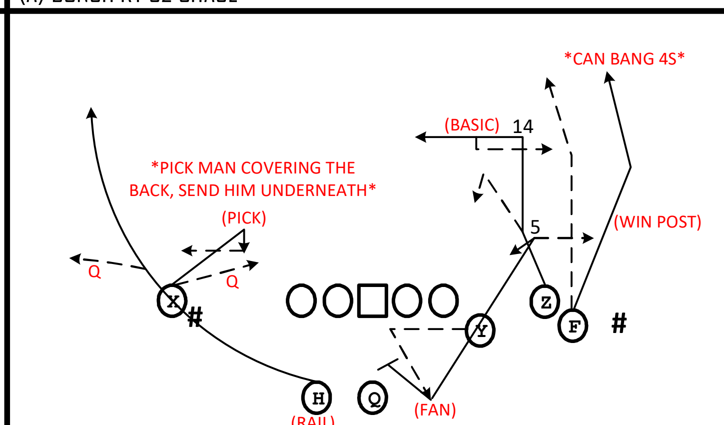
(K) G EMPTY RT HEX 52 Y DIG POACH



(A) BUNCH RT 62 CHASE

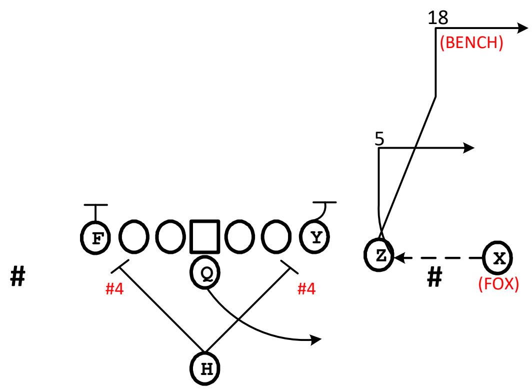


(A/R) STR RT SLOT Z MO 62 Z PIVOT X HOT

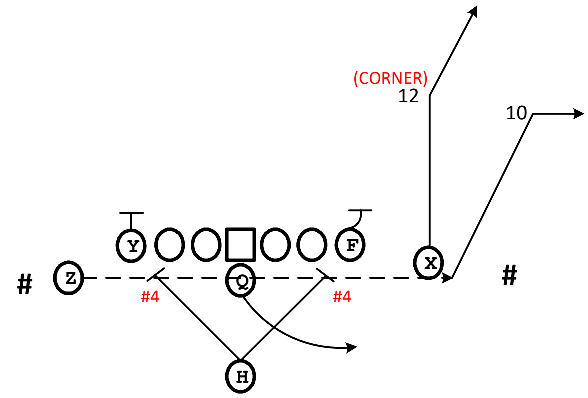


(K) G TROUBLE RT Y PL 77 HOT X PICK PIN

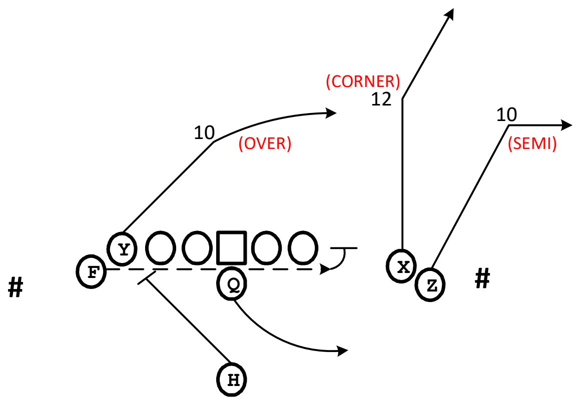
DASH/SPRINT/REACH



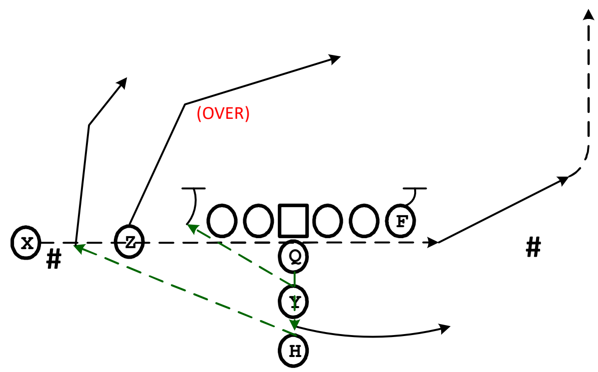
(A) OVER RT X SH DASH RT FOX



(A) DEUCE LT SQ Z FL DASH RT SMURF



(A) FAX LT F FL SPRINT RT SMURF

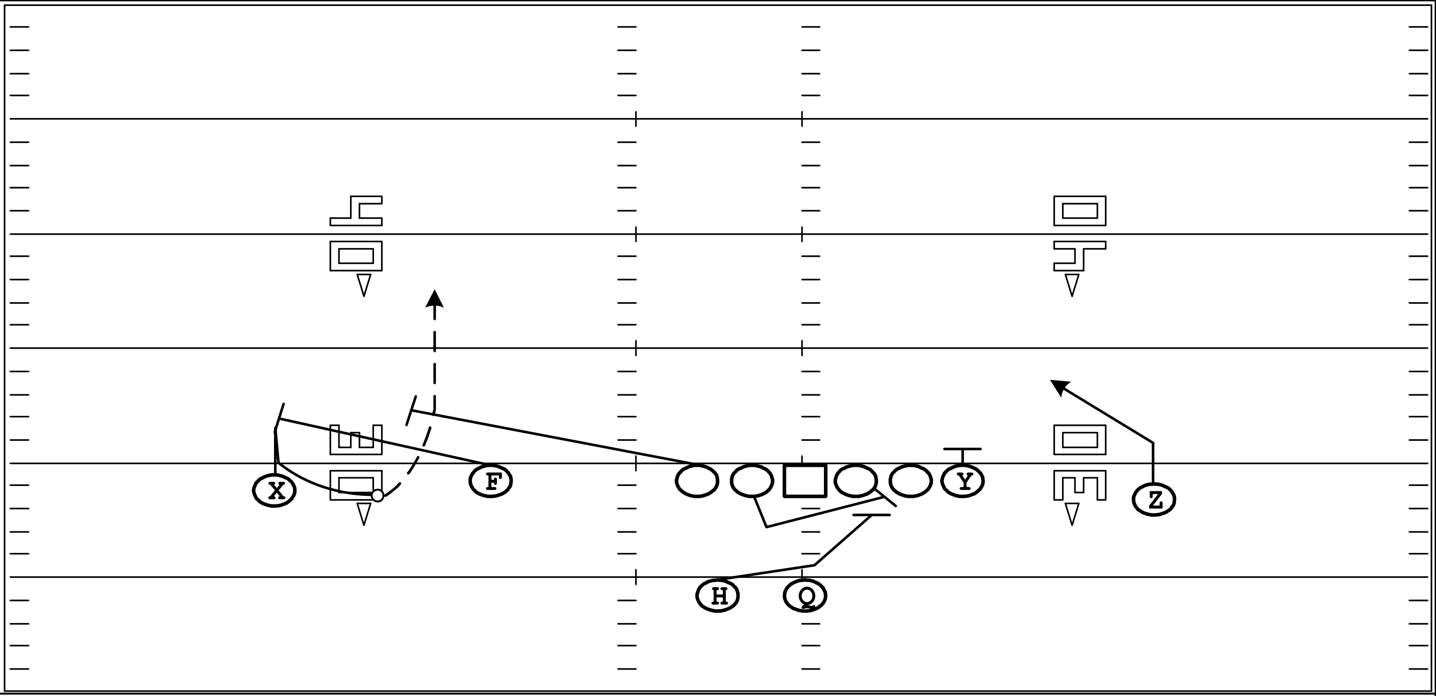


(A) SHIFT G OVER LT I.S. X FL REACH RT RACE

APRIL 27TH – INSTALL DAY #7 (2016)

SPECIFIC CATEGORY
RUNS
REVIEW DRAW SCHEMES
PROTECTIONS
REVIEW SLIDE/TURN PROTECTION

G DICE RT FK 34 PIKE EXIT LT X – Z HOT



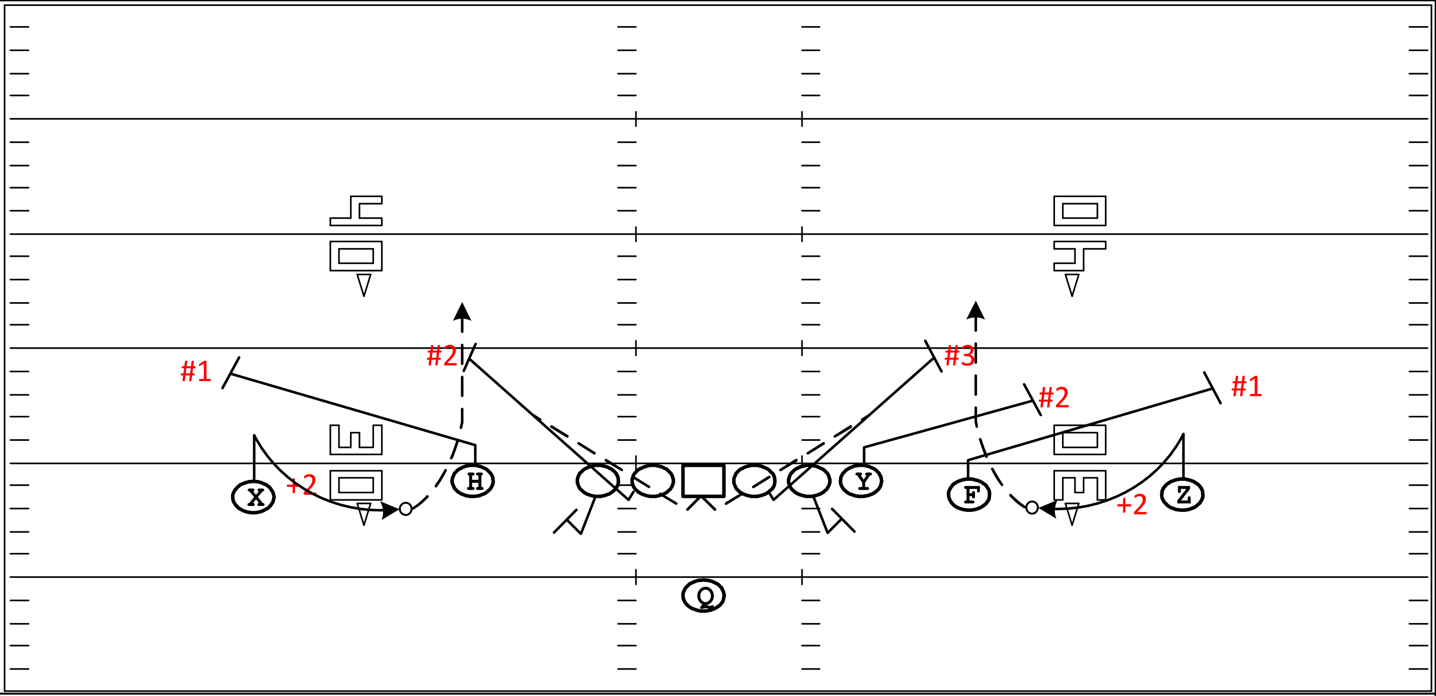
Protection: 'H' - FAKE 34 PIKE

REC	RULE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	HOT ROUTE	+2	N/A	N/A	N/A	NONE
X	DOWN 2 BACK 3 HIT INSIDE ALLEY	+2	N/A	N/A	N/A	NONE
Y	BLOCK	ATTACHED	N/A	N/A	N/A	NONE
F	BLOCK #1 STAY FLAT	SLOT	N/A	N/A	N/A	NONE
H	FK PIKE	GUN	N/A	N/A	N/A	NONE

QB Action = DBL PLAY FOOTWORK

QB Read
THROW SCREEN

G EMPTY RT EXIT SCR RT/LT

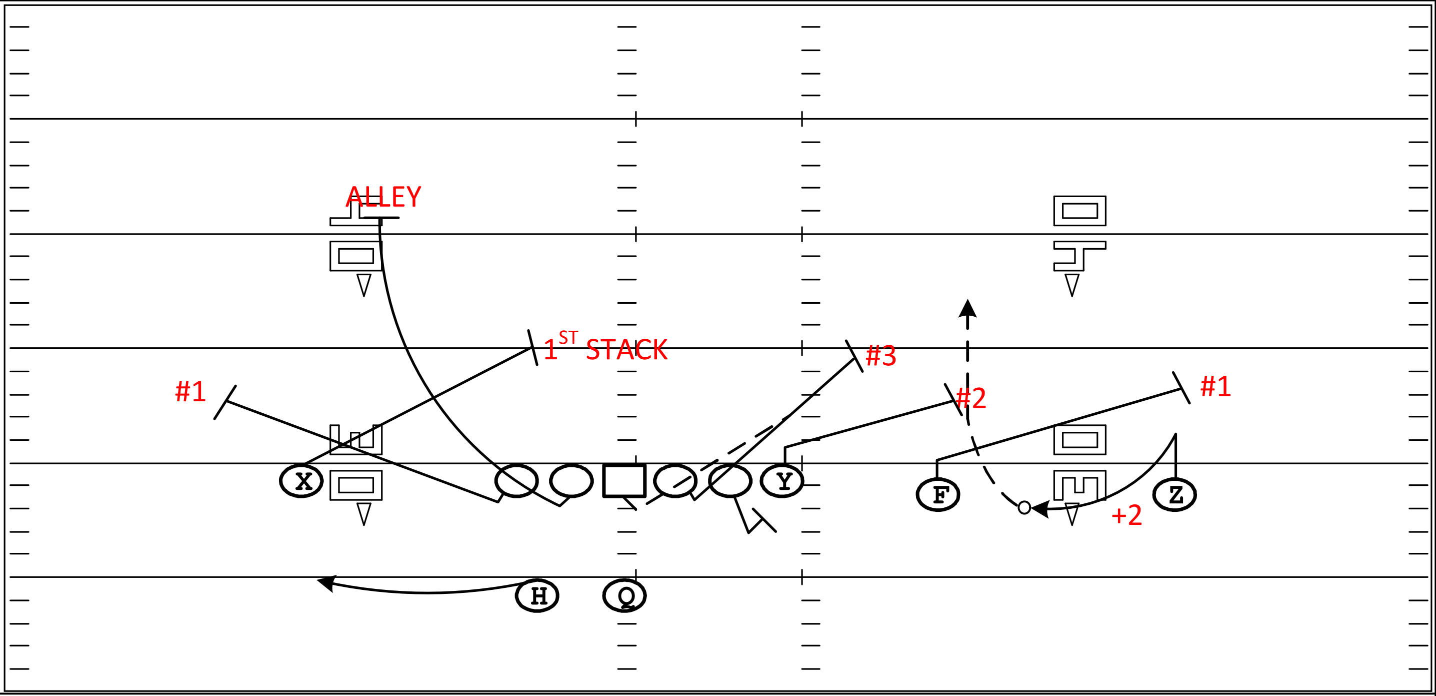


REC	RULE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	DOWN 1 – HIT BACK INSIDE ALLY	+2	N/A	N/A	N/A	NONE
X	DOWN 1 – HIT BACK INSIDE ALLY	+2	N/A	N/A	N/A	NONE
Y	BLOCK #2 STAY FLAT!	ATTACHED	N/A	N/A	N/A	NONE
F	BLOCK #1 STAY FLAT!	SLOT	N/A	N/A	N/A	NONE
H	BLOCK #1 STAY FLAT!	SLOT	N/A	N/A	N/A	NONE

QB Action = DBL PLAY FOOTWORK

QB Read
THROW SCREEN – MATCH UP - #'S

G TRIPS RT LIZARD (RAT)



Protection:

REC	RULE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	DOWN 2 BACK 3 HIT INSIDE ALLEY	+2	N/A	N/A	N/A	NONE
X	CRACK 1ST DEF IN THE STACK POSTION	#'S	N/A	N/A	N/A	NONE
Y	BLOCK #2 STAY FLAT!	ATTACHED	N/A	N/A	N/A	NONE
F	BLOCK #1 STAY FLAT!	SLOT	N/A	N/A	N/A	NONE
H	FLARE	GUN	N/A	N/A	N/A	NONE

QB Action = DROP BACK

QB Read

READ DE TO FLARE SIDE 1ST

– IF HE CLOSES THROW FLARE

– IF HE PLAYS UP FIELD/FLARE THROW BACK THE EXIT SCREEN

CARDINALS OFFENSE

ROUTE INSTALL

DAY #7

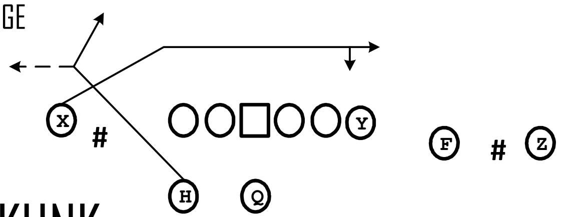
Route Installation

1) H SKUNK
2) H READ
3) BINGO
4) MOMBO
5) OKIE
6) SMURF
7) BOOMER
8) PIMP

2 MAN CONCEPTS

GRAB SHALLOW = +2 SPLIT

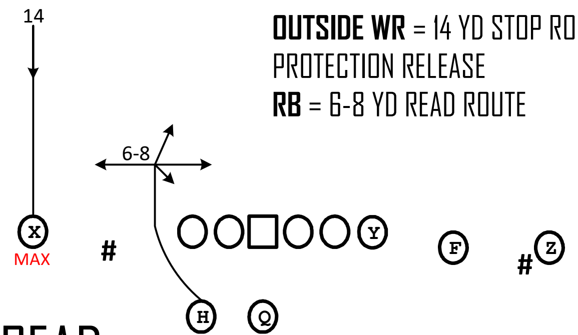
OUTSIDE WR = GRAB SHALLOW – GRAB 1ST LB'ER INSIDE – AIM AT NEAR SHOULDER – CROSS FACE @ 5-6 YDS
RB = SKUNK – BREAK IN OR OUT BASED ON LEVERAGE



H SKUNK

STOP = MAX SPLIT

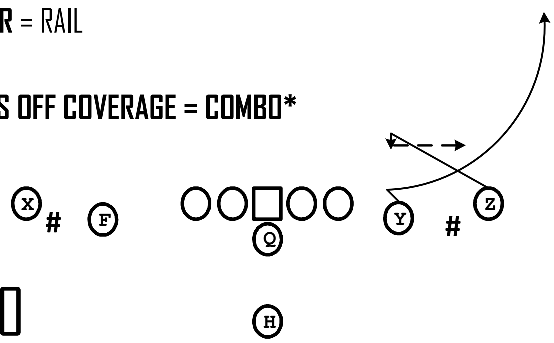
OUTSIDE WR = 14 YD STOP ROUTE – PROTECTION RELEASE
RB = 6-8 YD READ ROUTE



H READ

OUTSIDE WR = PICK FOR INSIDE WR – SHOW HANDS – SEND DEFENDER UNDERNEATH YOU
INSIDE WR = RAIL

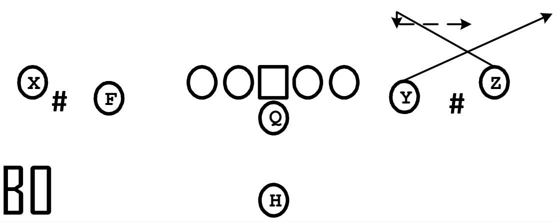
VS OFF COVERAGE = COMBO



BINGO

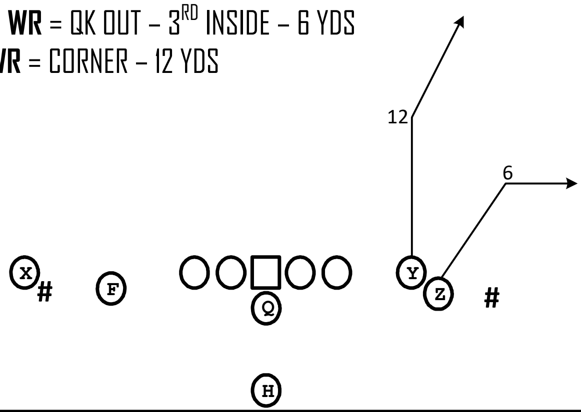
OUTSIDE WR = PICK FOR INSIDE WR – SHOW HANDS – SEND DEFENDER OVER TOP OF YOU
INSIDE WR = 'D'

VS OFF COVERAGE = COMBO



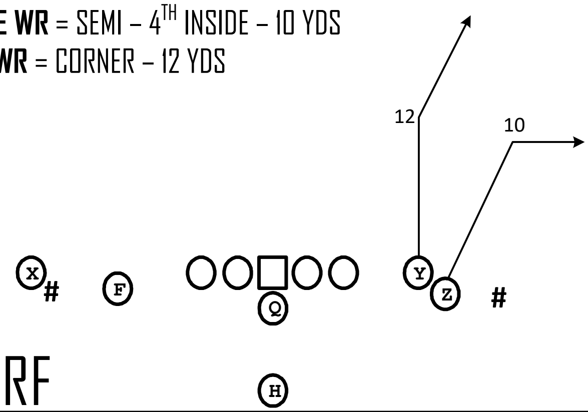
MOMBO

OUTSIDE WR = QK OUT – 3RD INSIDE – 6 YDS
INSIDE WR = CORNER – 12 YDS



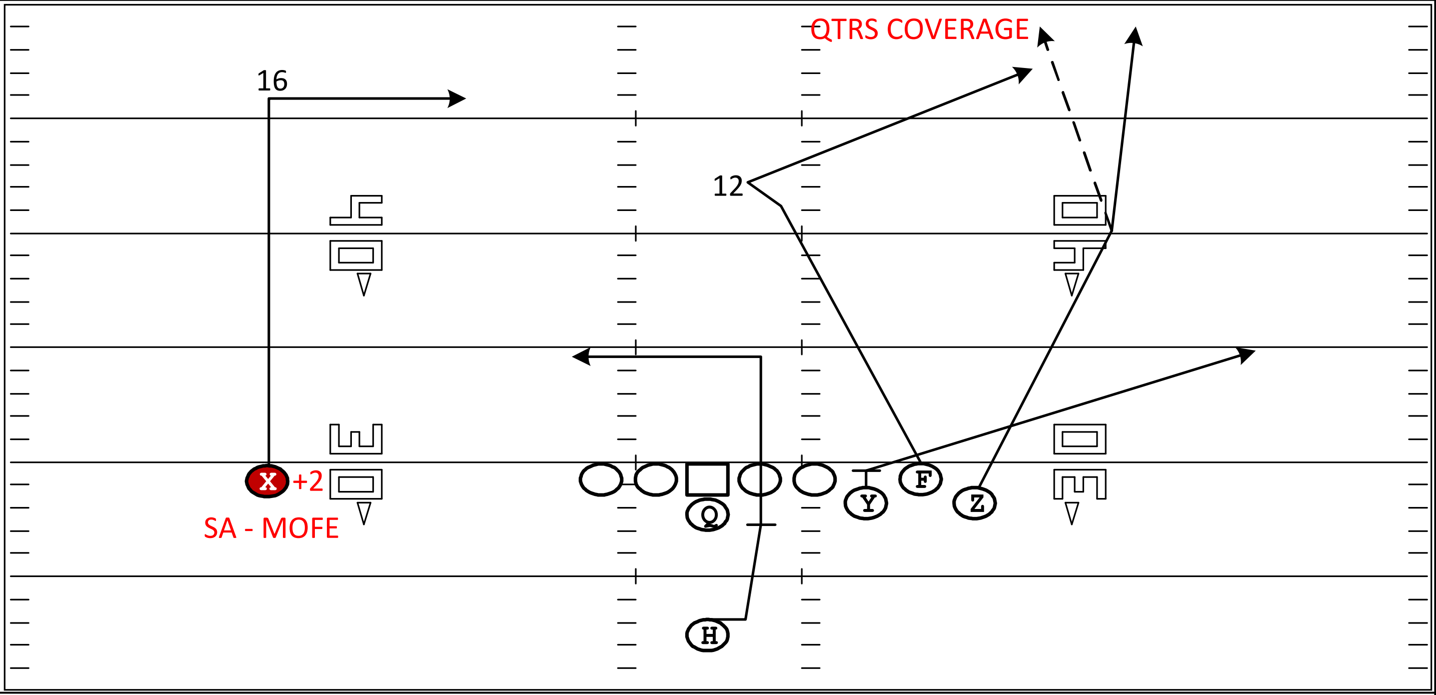
OKIE

OUTSIDE WR = SEMI – 4TH INSIDE – 10 YDS
INSIDE WR = CORNER – 12 YDS



SMURF

F BUNCH RT KICK 2 F BOOMER X IN



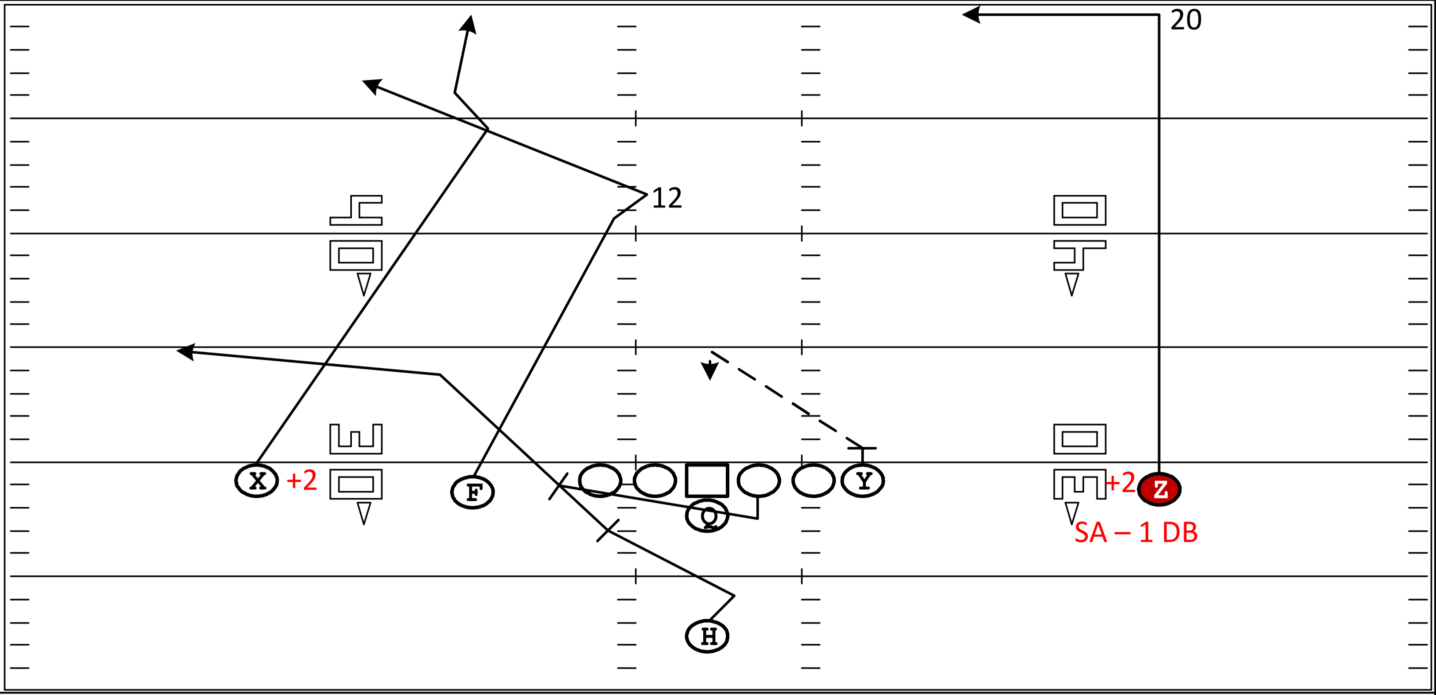
Protection: KICK 2/3

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	GO	BUNCH	O/S	N/A	ALERT QTRS COV SPLIT COR/SAF	NONE
X	IN	+2	VERTICAL	16 YDS	NONE	MOFE
Y	PROTECTION 'D'	ATTACHED	N/A	5 YDS	NONE	NONE
F	BOOMER	SLOT	INSIDE	12 YDS	NONE	NONE
H	SNEAK	HOME	N/A	5 YDS	NONE	NONE

QB Action = PLAY ACTION

QB Read
1 Hi = BOOMER/FLAT (HIGH-LOW FLAT DEFENDER)
2 Hi = BOOMER/IN/SNEAK

DICE RT T.P. 5 X PIMP



Protection: T.P. 4/5 – 'H' CHK WILL TO 4 WK

REC	ROUTE	SPLIT	RELEASE	DEPTH	ADJUSTMENT	SIGHT ADJUST
Z	DEEP IN	+2	VERTICAL	20 YDS	NONE	SA – 1 DB
X	PIMP	+2	INSIDE	15X3 FROM HASH	NONE	NONE
Y	PROTECTION	ATTACHED	N/A	N/A	NONE	NONE
F	BOOMER	SLOT	INSIDE	12 YDS	NONE	NONE
H	CHK FLAT	HOME	N/A	5 YDS	NONE	NONE

QB Action = 7 Step

QB Read
1 Hi = BOOMER/FLAT (HIGH-LOW FLAT DEFENDER) – IN (ALERT SAFETY SQUAT ON IN)
2 Hi = PIMP – BOOMER - IN

APRIL 28TH – INSTALL DAY #8 (2016)

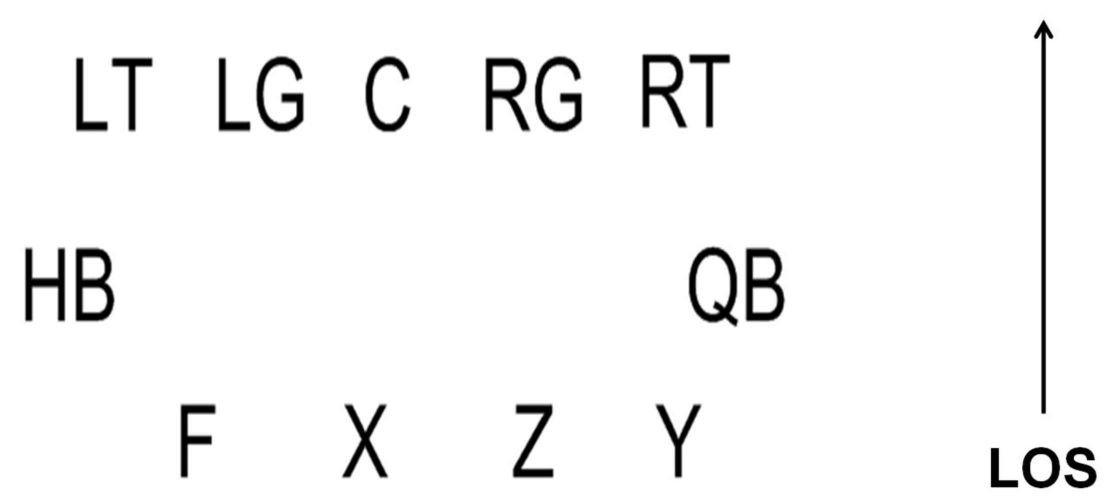
SPECIFIC CATEGORY

REVIEW DAY #1 INSTALL

RUNS

PROTECTIONS

HUDDLE



HUDDLE MECHANICS

1. THE CENTER SETS HUDDLE AT 6 YDS BEHIND THE BALL.

2. AFTER EACH PLAY HUSTLE BACK TO HUDDLE, REMEMBER WE HAVE 40 SECONDS TO GET NEXT PLAY STARTED. WE MUST SAVE AS MUCH TIME AS POSSIBLE IN ORDER TO LET THE QB ADJUST AT THE L.O.S. (THE 40 SECOND CLOCK BEGINS WHEN THE PLAY IS BLOWN DEAD)

3. THE QB WILL ENTER HUDDLE FROM OUR SIDELINE. THE HB WILL BE ON OPPOSITE SIDE IN HUDDLE.

4. LINEMAN ARE RESPONSIBLE TO LOOK FOR DEFENSIVE SUBSTITUTIONS AND TELL THE QB.

5. QB WILL GET THE PLAY FROM THE SIDELINE – THEN STEP IN HUDDLE AT WHICH TIME ALL PLAYERS WILL BE SILENT AND FOCUS ATTENTION ON QB.

6. QB WILL GIVE FOLLOWING INFO IN HUDDLE.

A. FORMATION (WITH MOVEMENT OR MOTION)

B. PLAY (RUN OR PASS WITH BLOCKING / OR PROTECTION)

C. SNAP COUNT – AFTER COUNT WR'S LEAVE HUDDLE.

D. QB WILL THEN REPEAT SNAP COUNT AND CALL READY – BREAK. WE WILL CLAP OUR HANDS AND GET TO THE LINE QUICKLY TO GET SET.

SNAP COUNT / CADENCE

A. **GO (DOWN)** -SET GO
B. **2nd COLOR** -SET GO..BLUE 60 BLUE
C. **ONE (UP)** -SET GO..BLUE 60 BLUE 60 HUT
D. **TWO (UP)** -SET GO..BLUE 60 BLUE 60 HUT HUT
E. **HARD 3** -SET GO..BLUE 60 BLUE 60 HUT HUT...HUT
F. HARD 4 -SET GO..BLUE 60 BLUE 60 HUT HUT-HUT HUT

PERSONNEL COMBINATIONS

1. REGULAR - 2 BACKS, 2 WR'S, 1 TE
2. KINGS - 1 BACK, 1 TE, 3 WR'S
3. TENS - 2 BACKS, 1 WR, 2 TE'S
(1 TE AS "Y" & 2ND TE AS "X/Z")
4. ACE - 1 BACK, 2 WR'S, 2 TE'S (1 TE AS "F")
5. CLUBS - 1 BACK, 1 WR, 3 TE'S
(1 TE AS "Y", 2ND TE AS "F", 3RD AS "X/Z")
6. JACKS - 2 BACKS, 3 TE'S
(1 TE AS "Y", 2ND TE AS "X", 3RD TE AS "Z")
7. FLUSH - 1 BACK, 4 WR'S
8. ROYAL - 0 BACK, 4 WR'S, 1 TE
(1 WR AS "H"), (TE AS "Y")
9. QUEENS - 2 BACKS, 3 WR'S
10. JOKER - 0 BACK, 4 WR'S, 1 TE
(TE AS "H")
11. 5 WIDES - 0 BACK, 5 WR'S, 0 TE
12. STRAIGHT - 0 BACK, 3 WR'S, 2 TE'S
(1 TE AS "Y", 2ND TE AS "H")

MAY 2ND – INSTALL DAY #9 (2016)

SPECIFIC CATEGORY

1ST 10 RUN / PASS

FORMATIONS

- **3X1**
- **2 BACK**

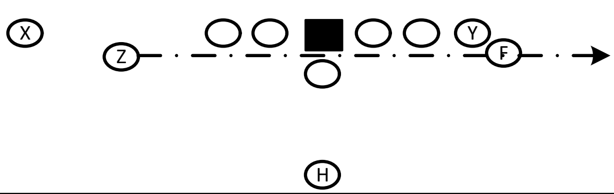
PERSONNEL

- **ACE/REGULAR (1 RB, 2 TE, 2 WR)**
- **KINGS (1 RB, 1 TE, 3 WR)**
- **CLUBS (1 RB, 3 TE, 1 WR)**
- **PONY (2 RB, 1 TE, 2 WR)**

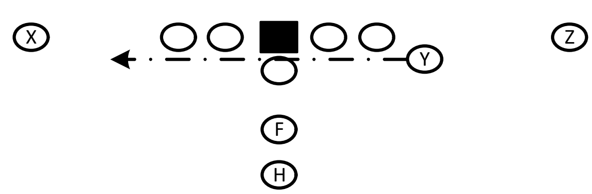
MOTIONS

MOTION (MO)	-	ACROSS FORMATION TO THE TE SIDE.
FLY	-	ACROSS FORMATION TO THE SE SIDE. (AWAY FROM TE)
PEEL	-	ACROSS THE FORMATION AND RETURNING TO SAME SIDE.
SHORT	-	IN TOWARDS BALL ON THE SAME SIDE.
CUT	-	CUT OFF E.M.O.L. (BY PLAY TO TE OR AWAY FROM TE)

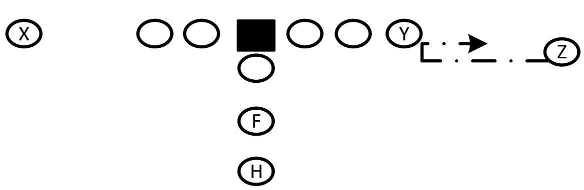
FIRM RT Z **MO**



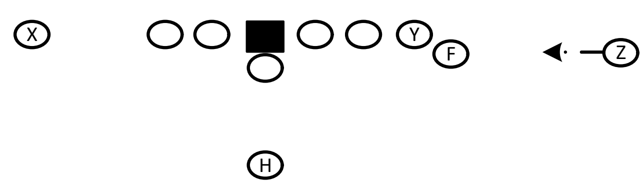
I RT Y **FLY**



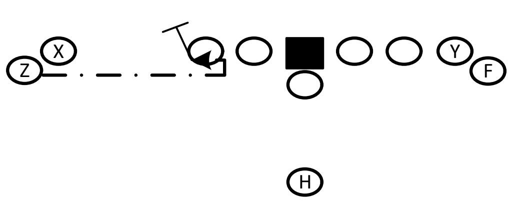
I RT Z **PEEL**



TRIPS RT Z **SH**



FAX RT Z **CUT**

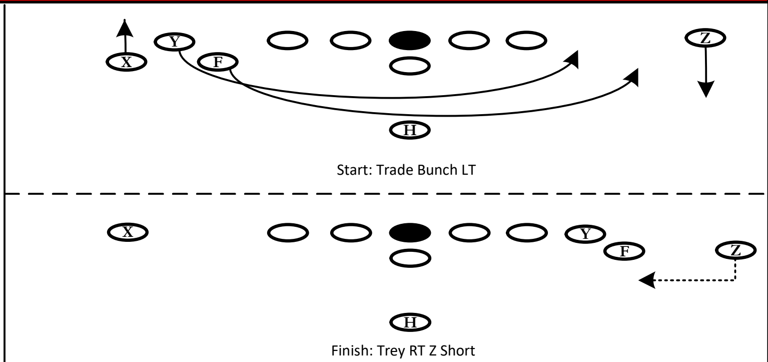


SHIFTS

EXPLODE

Starts in **TRADE BUNCH opposite the ending strength call** and then you “explode” to a given formation. (‘Z’/’X’ STAY ON THE SIDE YOU STARTED PRE SHIFT)

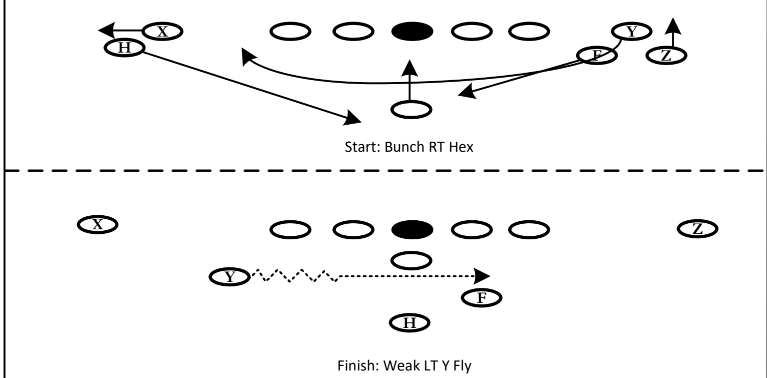
EX: EXPLODE TREY RT Z SH



ZELDA

Start in **BUNCH HEX opposite the ending strength call** and “zelda” to a given formation. Zelda has a built in **TRADE** component between ‘Z’ & ‘X’. (‘Z’/’X’ STAY ON THE SIDE YOU STARTED PRE SHIFT)

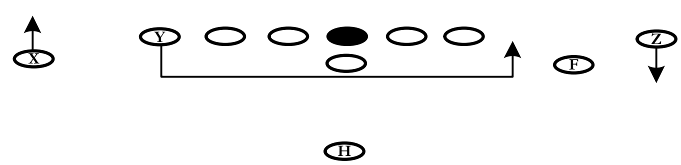
EX: ZELDA WEAK LT Y FL



Y MOVE

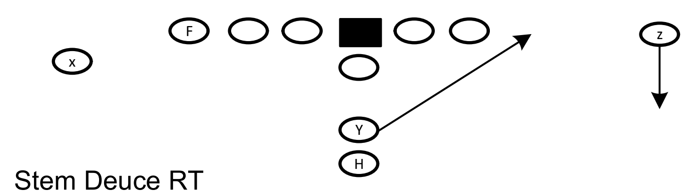
The TE will start away from the call. On the QB’s command, the TE will motion to a pre-determined alignment and get set.

“**Y Move** to Trips RT”



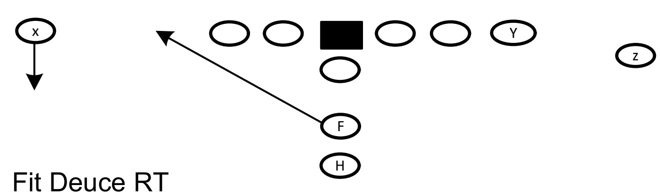
STEM (Y)

The Y starts in the backfield and “stems” to the ending formation. The Z starts on and moves off.



FIT (F)

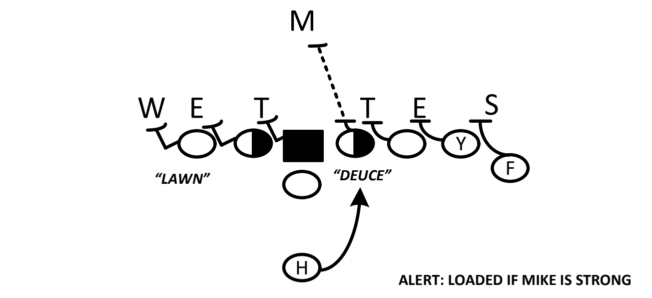
The F starts in the backfield and “fits” to the ending formation.



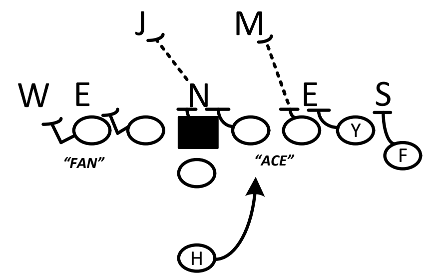
RUNS

22/23 DBL (22)

43

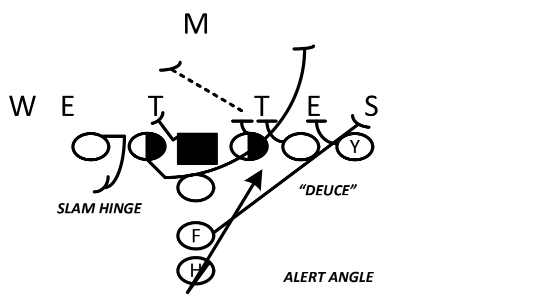


34

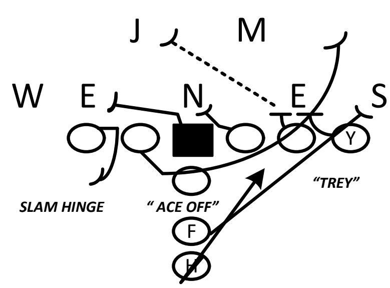


36/37 POWER (36)

43

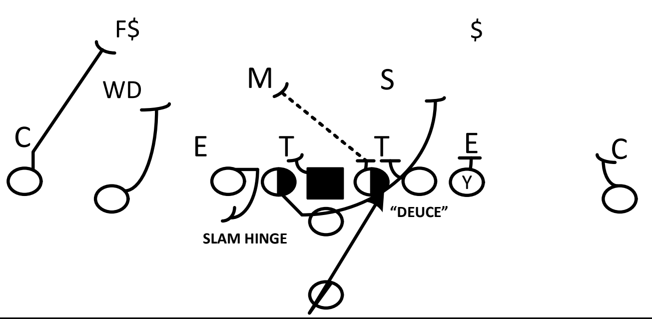


34

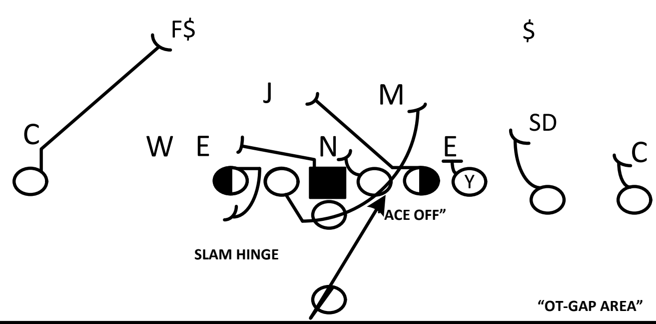


34/35 PIKE (34)

NI 42

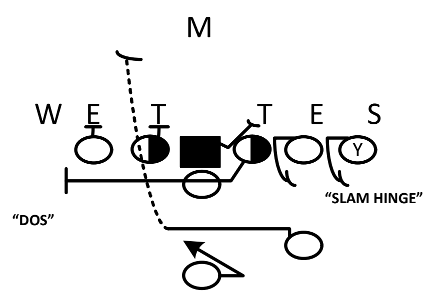


NI 33

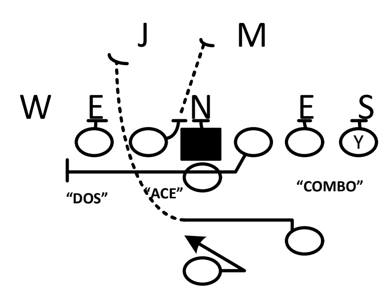


35/34 PART (35)

43

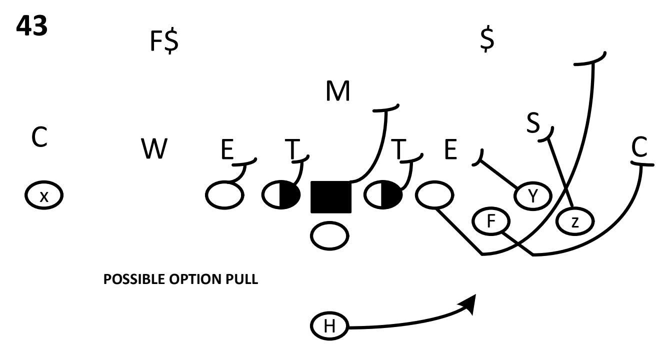


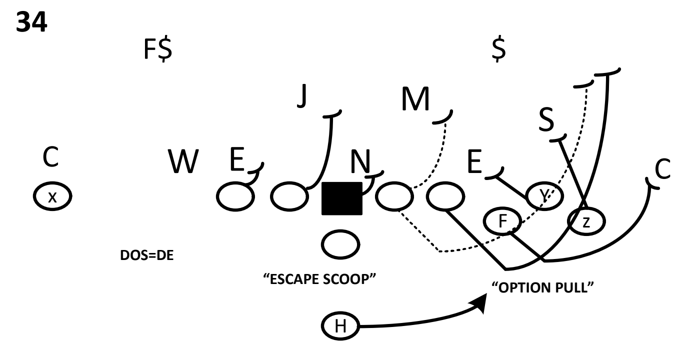
34



RUNS

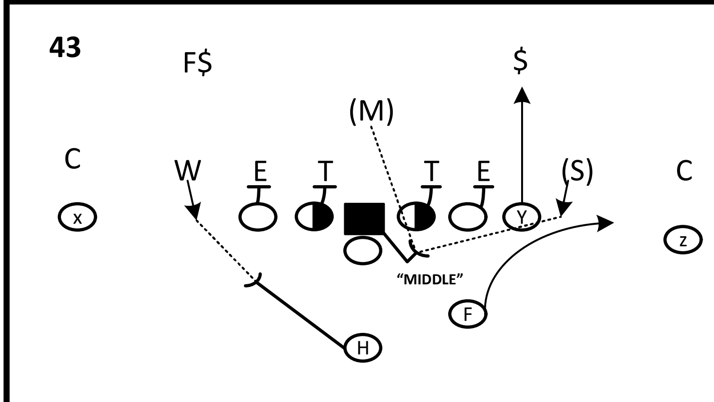
T 38/39 TRUCK (38)

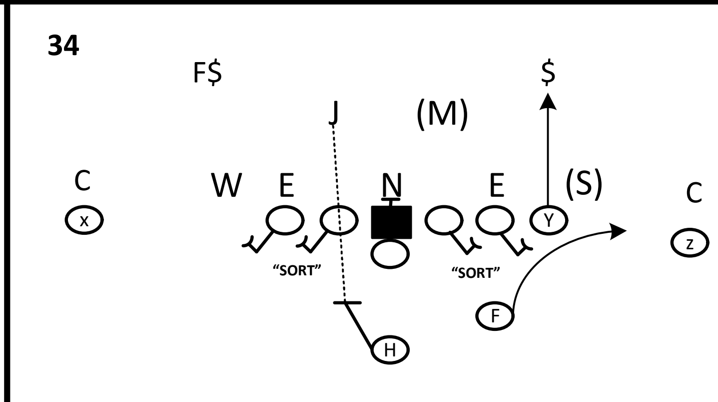




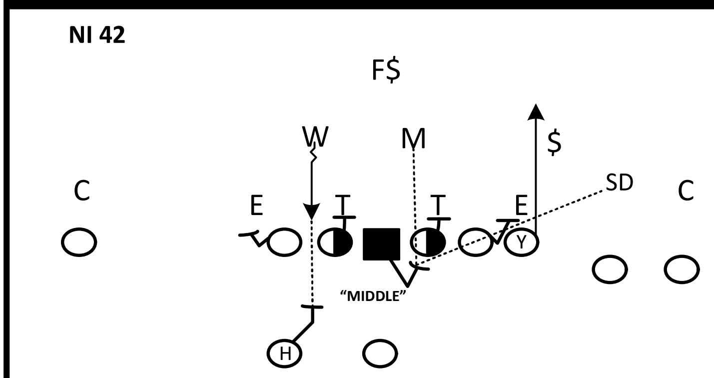
PASS PROTECTIONS

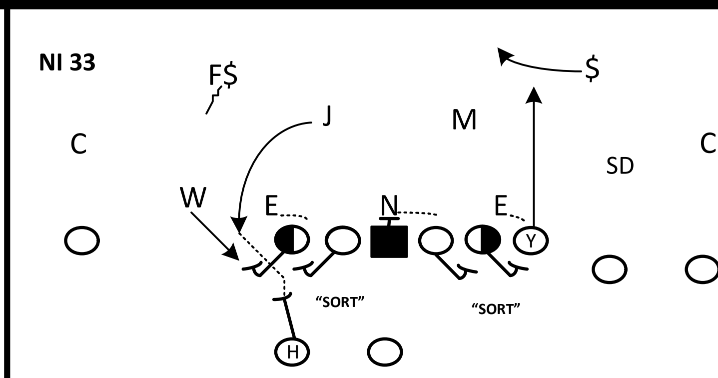
62 / 63 (62)



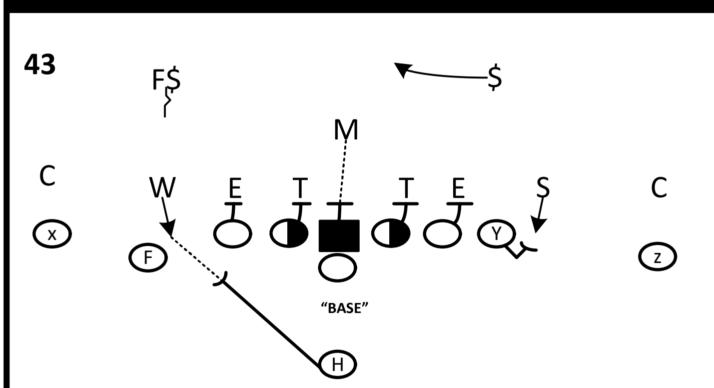


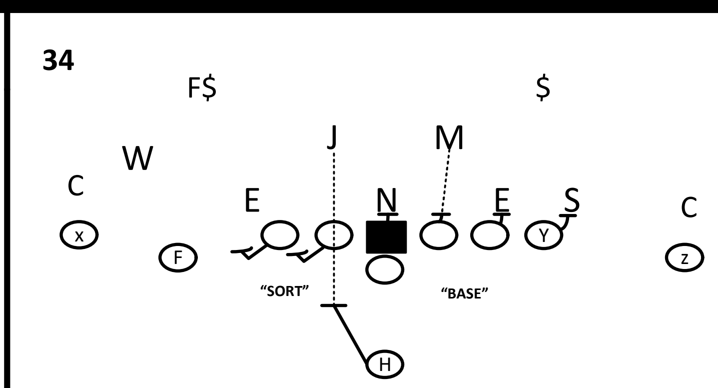
66 / 67 (66)



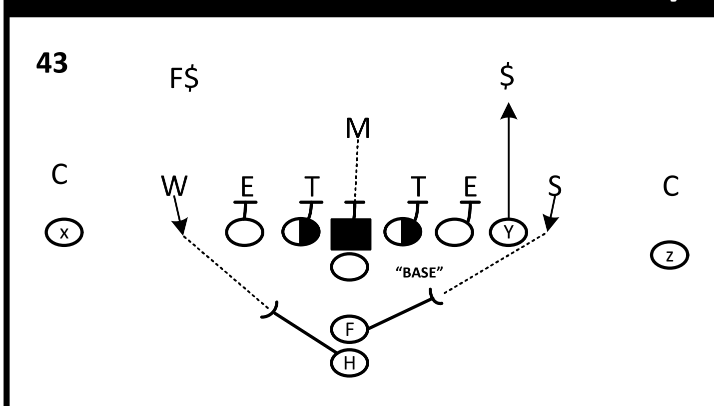


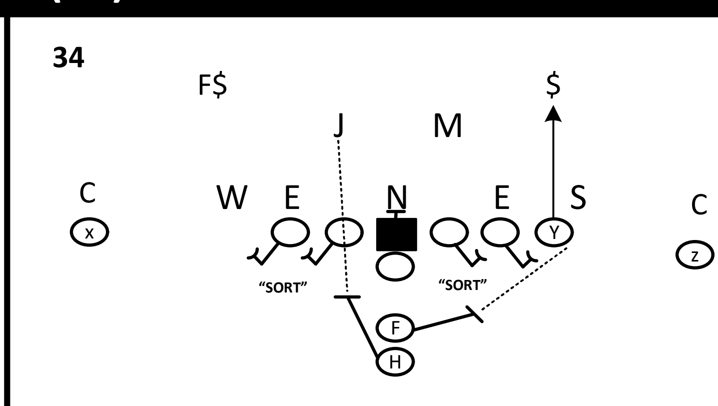
80 / 81 (80)





82 / 83 (82)

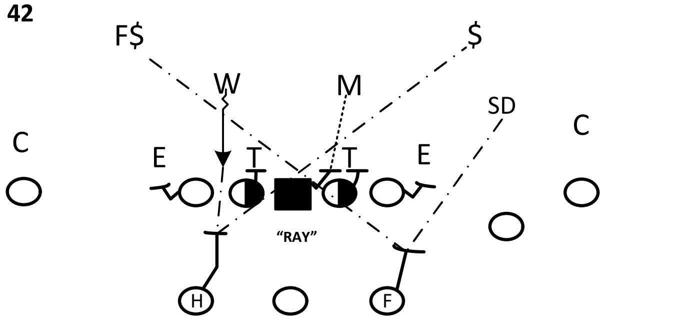




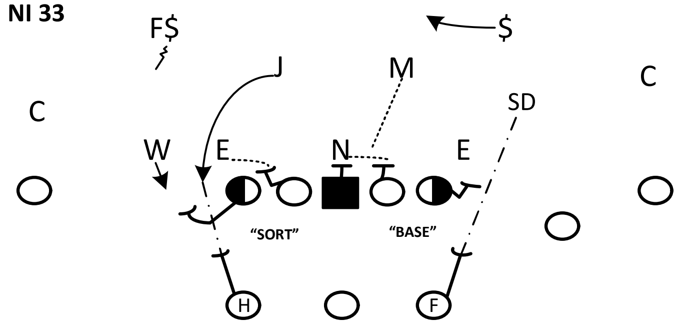
PASS PROTECTIONS

88 / 89 (88)

NI 42

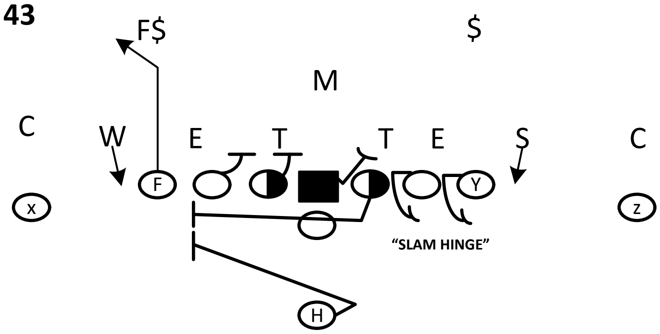


NI 33



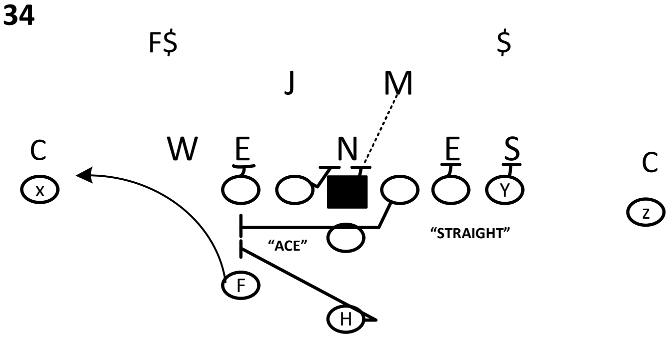
TRAP PASS 4 / 5 (TRAP PASS 5)
PART PASS 4 / 5 (PART PASS 5)

43



PART PASS = F BLOCKS / CHECKS #4

34



PART PASS = F BLOCKS / CHECKS #4

ADDITIONAL TRAP / PART PASS PROTECTIONS

1. TRAP PASS 4/5 BOOT – BST SECURE B-GAP, QB LAUNCH POINT IS BEHIND THE BACKSIDE TE
2. TRAP PASS 4/5 ROLL – BST SECURE B-GAP, QB WILL ROLL OPPOSITE AND BREAK CONTAIN.

CARDINALS OFFENSE
ROUTE INSTALL
DAY #9

Route Installation

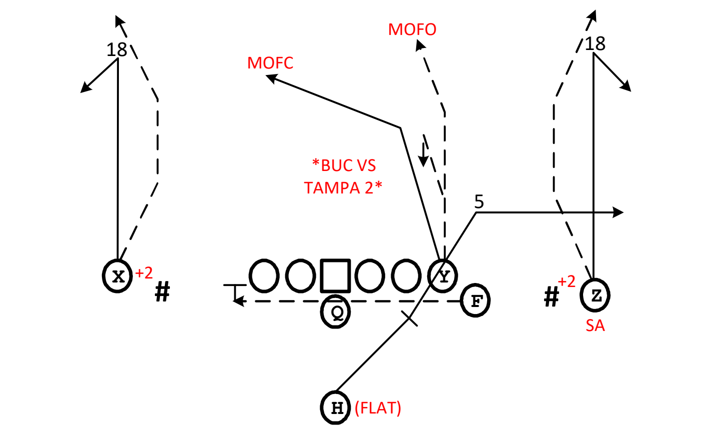
1) GO
2) SEMI
3) BENCH
4) CURL
5) HITCH
6) STICK
7) SPLIT EM
8) CHOICE
9) POCO
10) WHEEL
11) DEVIL
12) STOVE
13) DRIVE
14) SEAM
15) PYLON
16) CAB
17) CADDY
18) X-RAY (Z POST/IN)
19) SQUIRREL DEEP HOOK

PERIOD #2: RUN FITS - 5/514

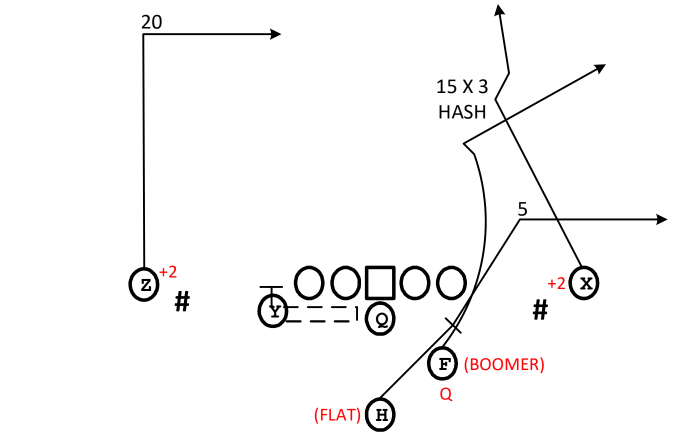
#	YD	D	D	QB	H	PER	FORM	MOV	PC	DESCRIPTION
1		1	10		M	A	TREY RT	Z PL	22	DBL X SIG
2		1	10		M	R	STR RT	Z PL	35	PART
3		1	10		M	A	STR RT SLOT	Z MO	36	POWER
4		1	10		M	R	STR LT SLOT	Z MO	23	DBL X SIG
5		1	10		M	A	TREY LT	Z PL	34	PART
6		1	10		M	K	TROUT RT	F PL	22	DBL X SIG
7		1	10		M	K	TRIPS RT	F PL	34	PIKE
8		1	10		M	K	F BUNCH RT		22	DBL X SIG
9		1	10		M	K	DICE LT	Z PL	35	PIKE
10		1	10		M	K	F BUNCH LT	Y PL	34	PART

QB	H	PER	FORM	MOV	PC	DESCRIPTION
1/2	L	A	TREY RT	F FLY	BLPS 4	CAB
1/2	R	R	WK LT	Y PL	BLPS 4	X PIMP
1/2	M	K	DICE RT		BLPS 5	X PYLON Z CROSS
1/2	L	A	FIT TREY RT	F FLY	BLPS 4	Z PYLON X CROSS
1/2	R	A	Y MOVE WK RT	Z SH	BLPS 5	X PIMP
1/2	M	K	F BUNCH LT		BLPS 4	X RAY Z POST
1/2	L	C	TITE DBL RT	F PL	BLPS 4	Z PYLON F CROSS
1/2	R	A	FIT DEUCE RT		BLPS 5	X PYLON Z CROSS
1/2	M	R	Y MOVE STR RT	Z PL	62	CURL
1/2	L	K	TRIPS RT		80	GO
1/2	R	A	EXPL-STR LT	Z PL	83	BENCH
1/2	M	K	TRIPS RT	F PL	62	CHERRY (F CHOICE)
1/2	L	R	STR RT STK	Z MO	62	SEMI F ANGLE
1/2	R	A	WK LT SQ	Y FLY	62	CONNIE (CURL SINK)
1	M	K	TRIPS RT		62	CURL / CHERRY / DEBBIE / HEIDI
2	M	K	TRIPS LT		63	CURL / CHERRY / DEBBIE / HEIDI
1	M	K	G F BUNCH RT		66	CURL/ CHERRY / SPLIT EM SINK
2	M	K	G F BUNCH LT		67	CONNIE / CHERRY / SPLIT EM SINK
1	M	K	G TRIPS RT		66	DEBBIE / DRIVE / GO / BENCH
2	M	K	G TRIPS LT		67	DEBBIE / DRIVE / GO / BENCH

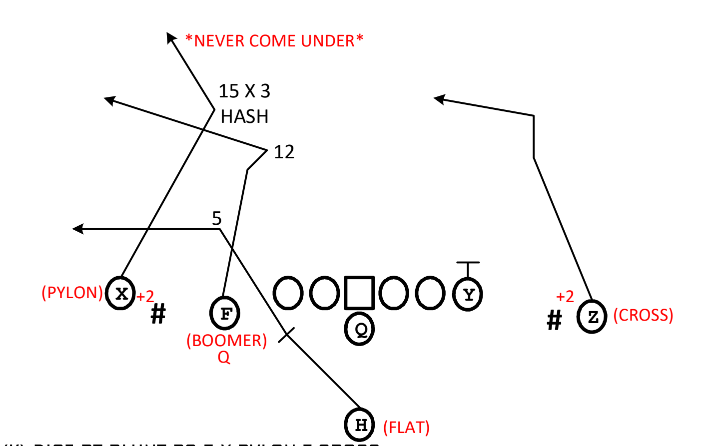
PHASE 2 – MONDAY BLITZ SCRIPT



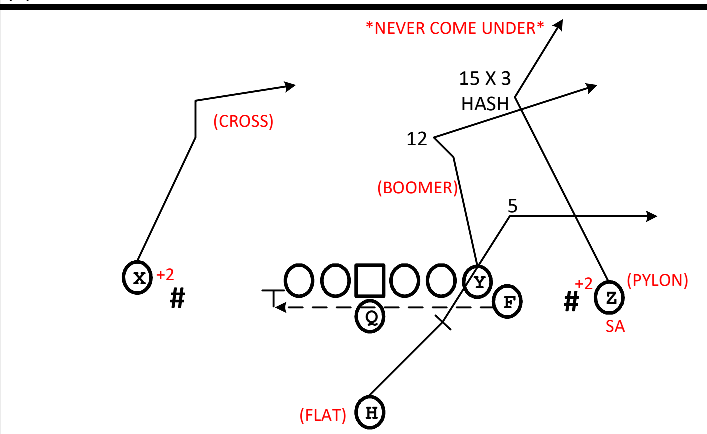
(A) TREY RT F FL BLUNT PS 4 CAB



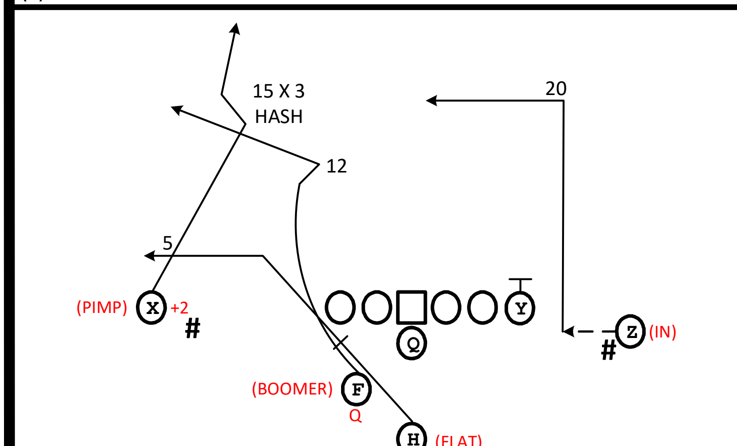
(R) WK LT Y PL BLUNT PS 4 X PIMP



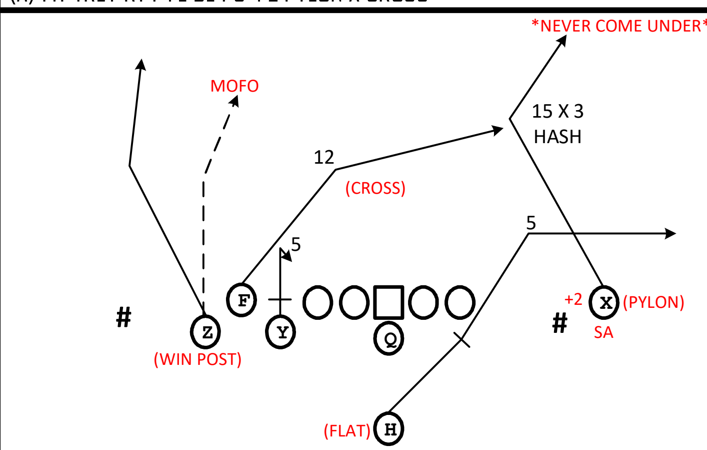
(K) DICE RT BLUNT PS 5 X PYLON Z CROSS



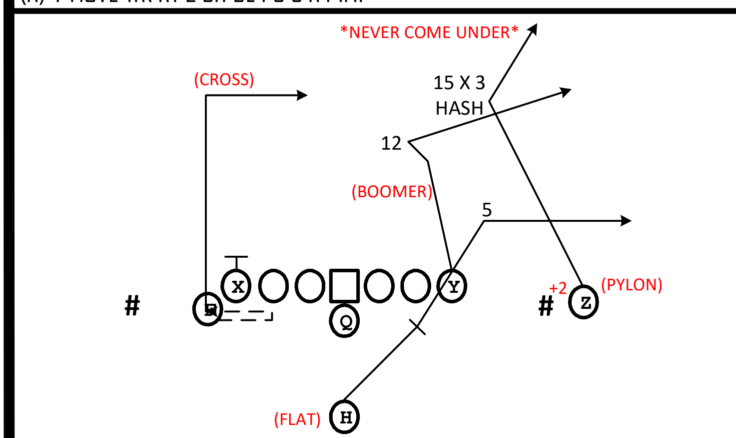
(A) FIT TREY RT F FL BL PS 4 Z PYLON X CROSS



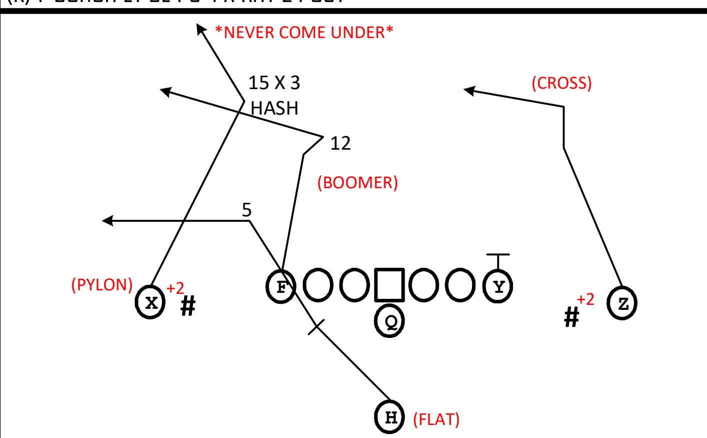
(A) Y MOVE WK RT Z SH BL PS 5 X PIMP



(K) F BUNCH LT BL PS 4 X RAY Z POST



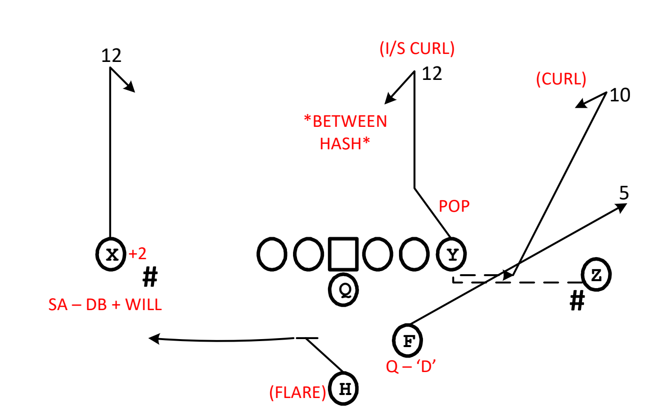
(C) TITE DBL RT F PL BL PS 4 Z PYLON F CROSS



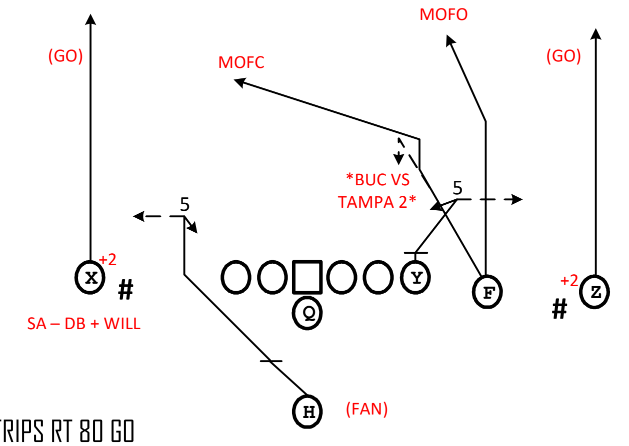
(A) FIT DEUCE RT BL PS 5 X PYLON Z CROSS

ARIZONA CARDINALS

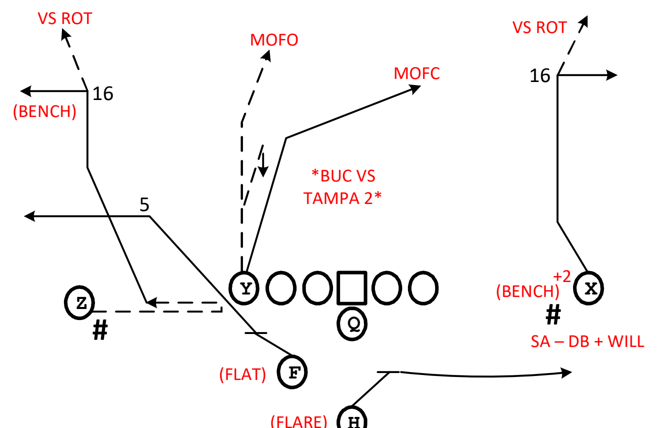
PHASE 2 – MONDAY BLITZ SCRIPT



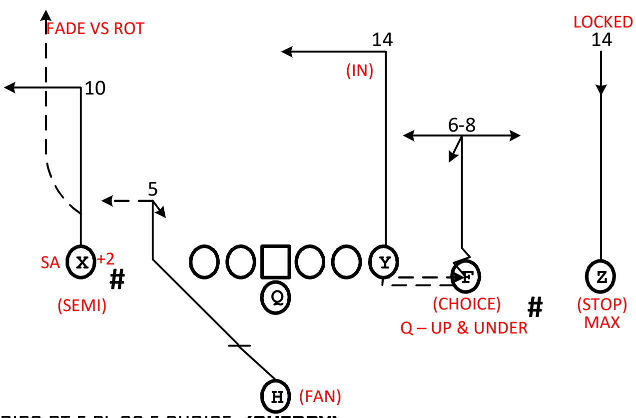
(R) (Y MOVE) STR RT Z PL 62 CURL



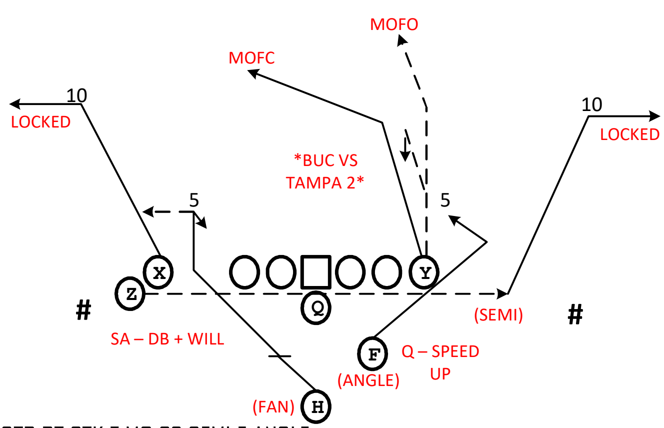
(K) TRIPS RT 80 GO



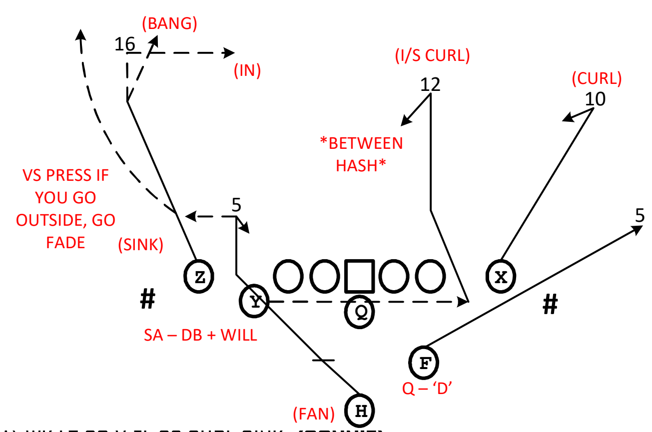
(A) (EXPLODE) STR LT Z PL 83 BENCH



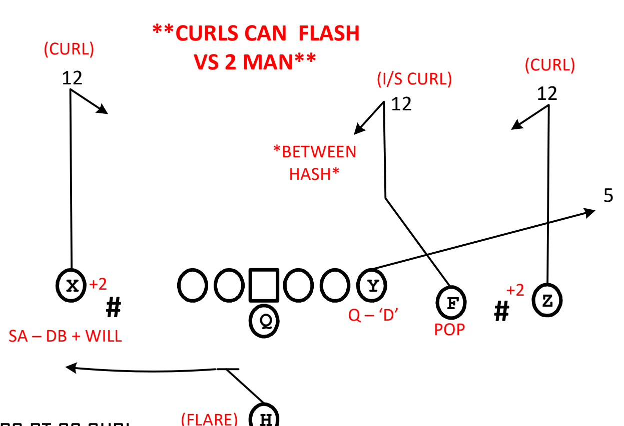
(K) TRIPS RT F PL 62 F CHOICE **(CHERRY)**



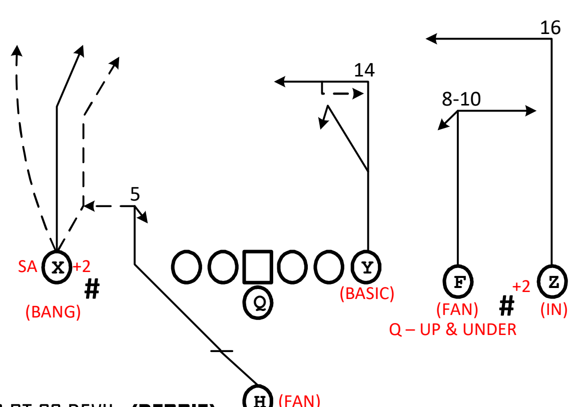
(R) STR RT STK Z MO 62 SEMI F ANGLE



(A) WK LT SQ Y FL 62 CURL SINK **(CONNIE)**



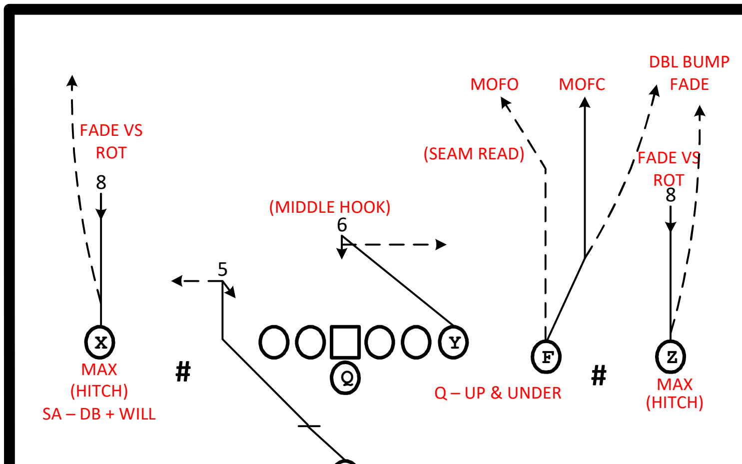
(K) TRIPS RT 62 CURL



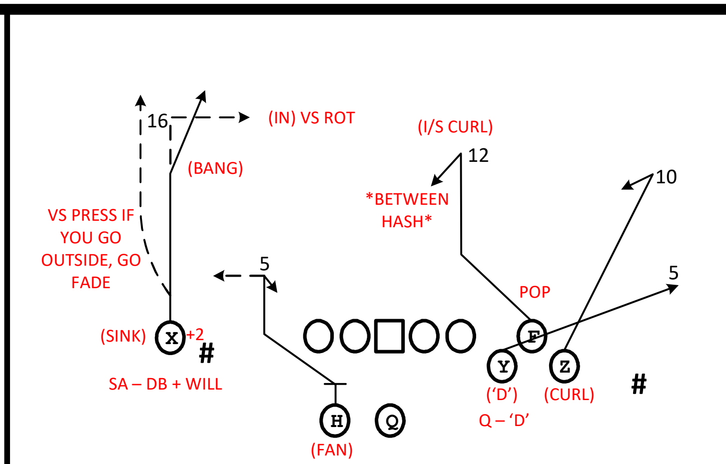
(K) TRIPS RT 62 DEVIL **(DEBBIE)**

ARIZONA CARDINALS

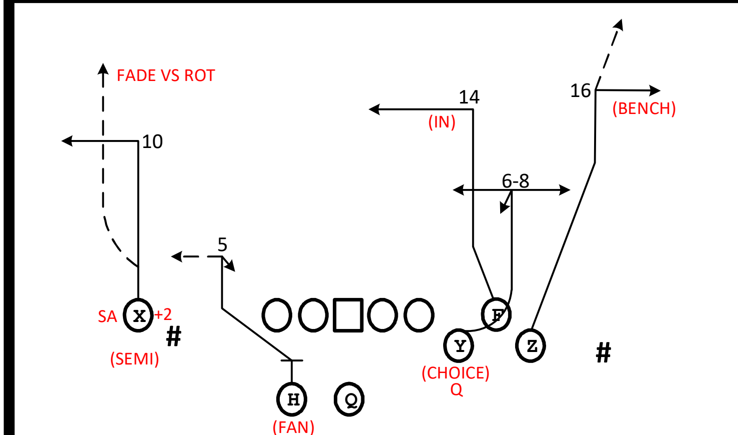
PHASE 2 – MONDAY BLITZ SCRIPT



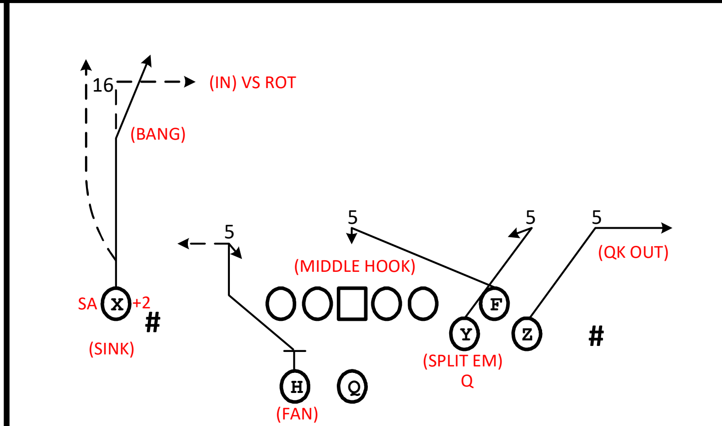
(K) TRIPS RT 62 HITCH **(HEIDI)**



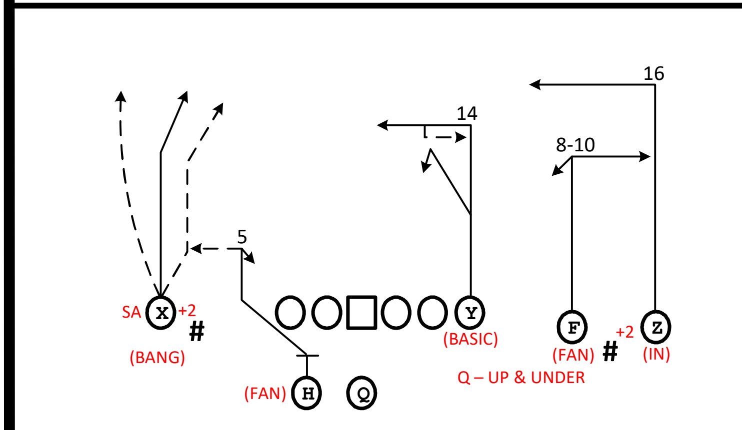
(K) G F BUNCH RT 66 CURL (SINK) **(CONNIE)**



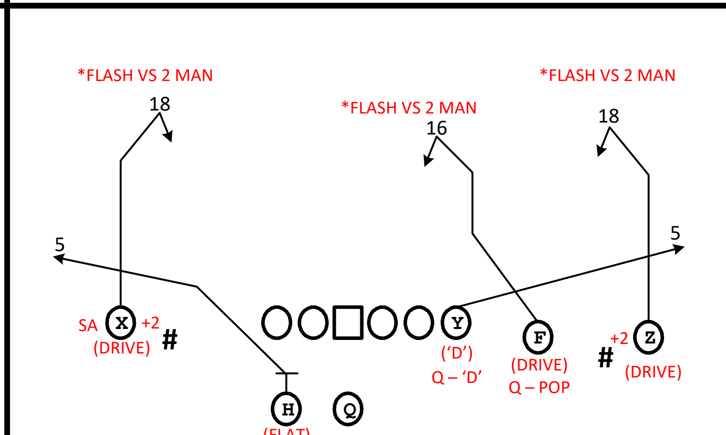
(K) G F BUNCH RT 66 Y CHOICE **(CHERRY)**



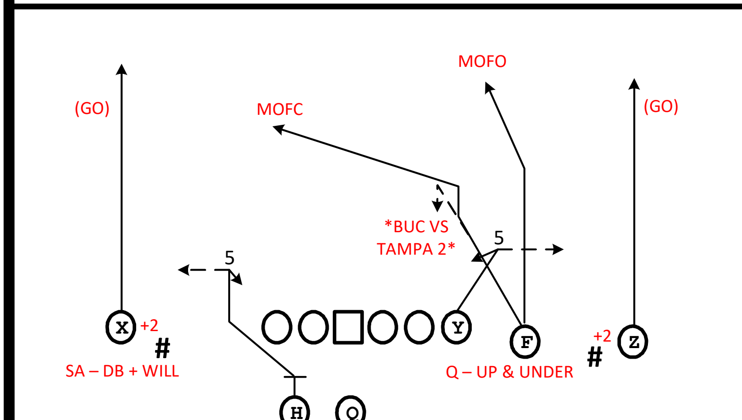
(K) G F BUNCH RT 66 SPLIT EM SINK



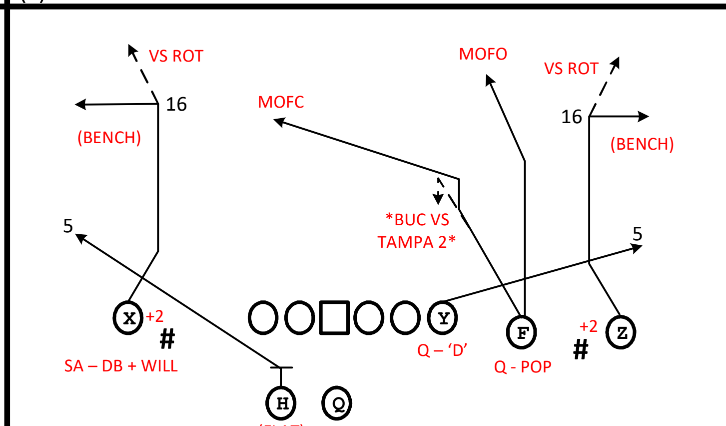
(K) G TRIPS RT 66 DEVIL **(DEBBIE)**



(K) G TRIPS RT 66 DRIVE



(K) G TRIPS RT 66 GO



(K) G TRIPS RT 66 BENCH

MAY 3RD – INSTALL DAY #10 (2016)

SPECIFIC CATEGORY

3rd DOWN / 2 PLAY "ALERT" PASSES

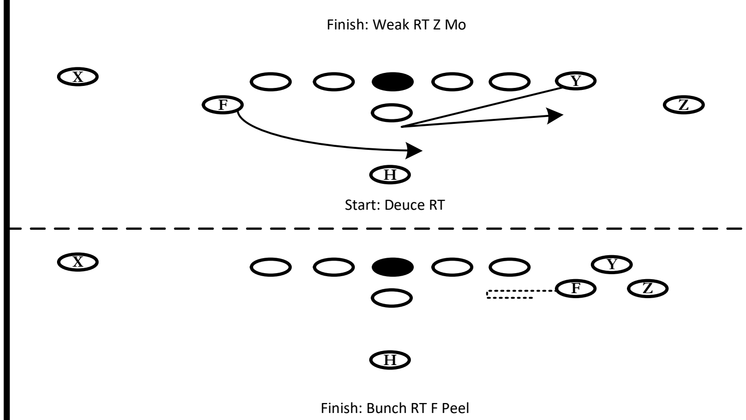
FORMATIONS

- **2x2 – "D & F"**

SHIFTS

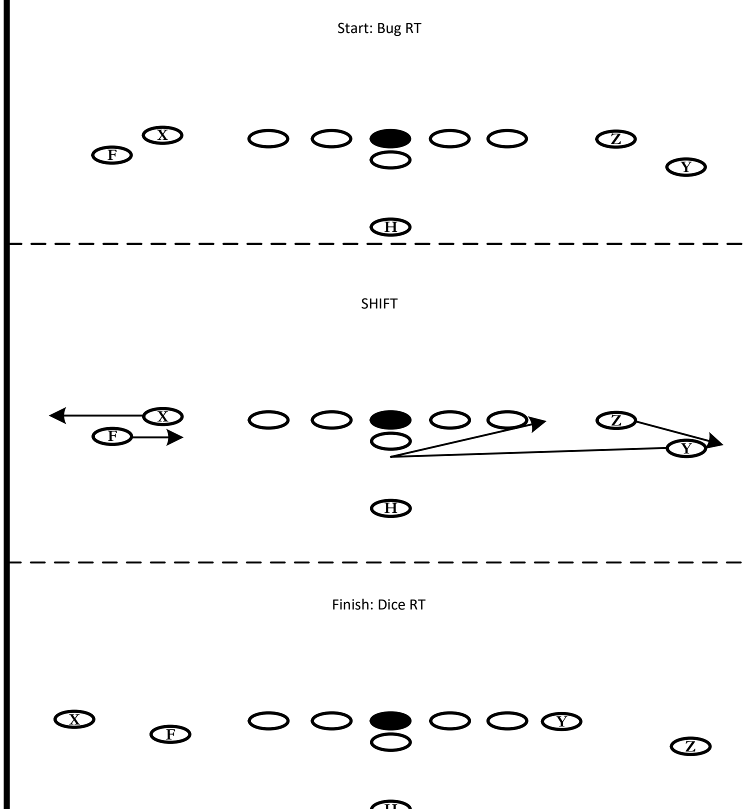
BOOST

Boost starts in Deuce and "boost" to Bunch F Peel.



BUG

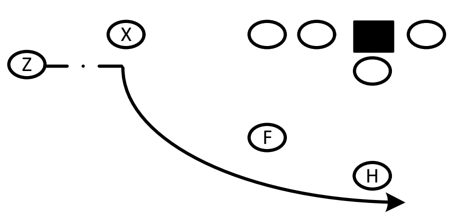
An alignment with the "bigger guys" aligned on the outside. The X/F are together and the Z/Y are together.
EX: BUG DICE RT



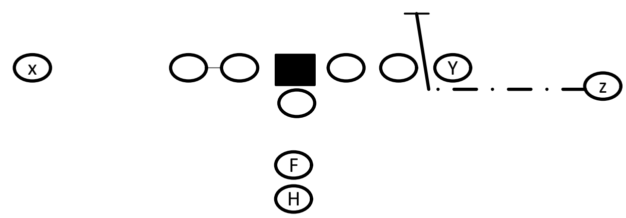
MOTIONS

ZIP	-	Z IN TOWARDS BALL FAKING REVERSE.
FIP	-	F IN TOWARDS BALL FAKING REVERSE.
FIND	-	MO, FLY, PEEL FOR FORCE SAFETY.
WRAP	-	CUT OFF BACKSIDE ON SNAP

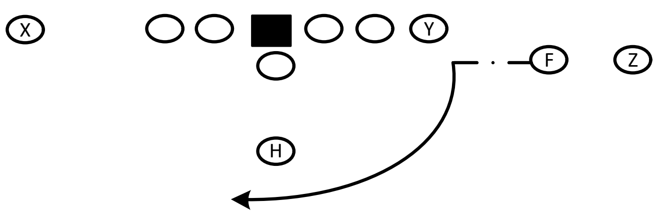
WK RT SPLIT ZIP



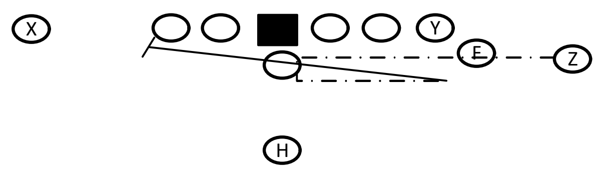
I RT Z FIND



TRIPS RT FIP



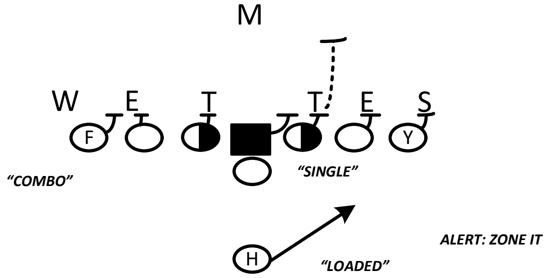
TREY RT Z-PEEL 26 ZONE Z-WRAP



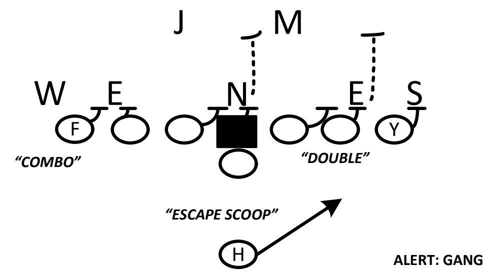
RUNS

26/27 SLASH (26)

43

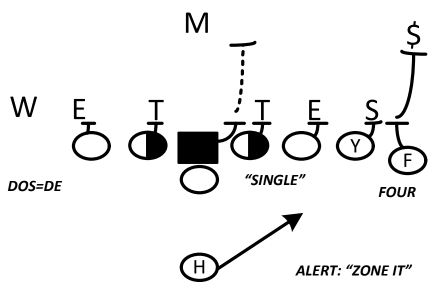


34

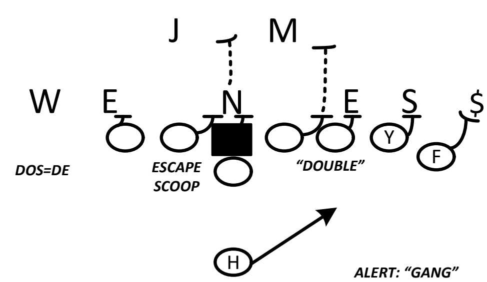


26/27 ZONE (26)

43

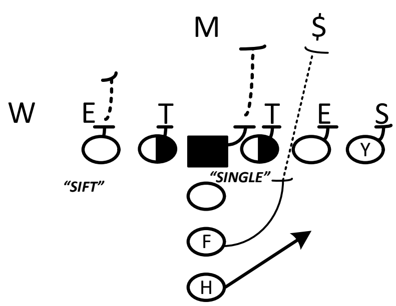


34

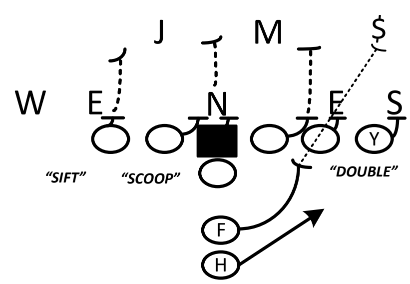


26/27 SAFETY (26)

43

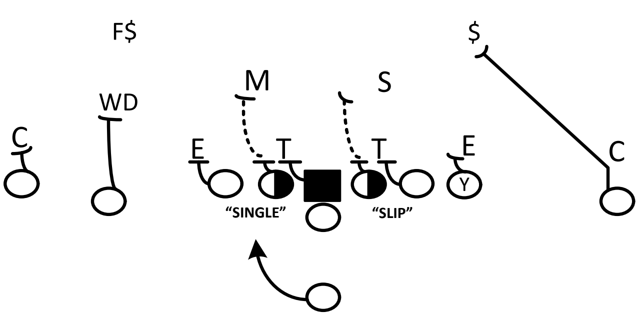


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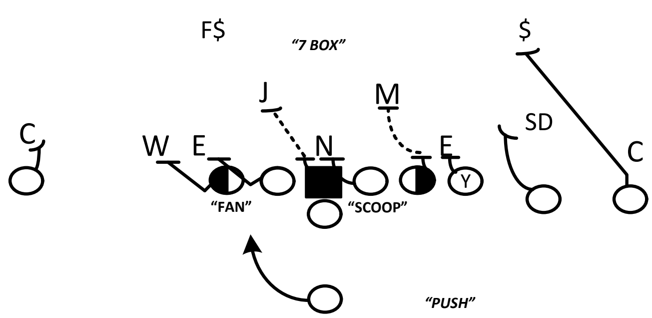


25/24 BLUNT (25)

NI 42



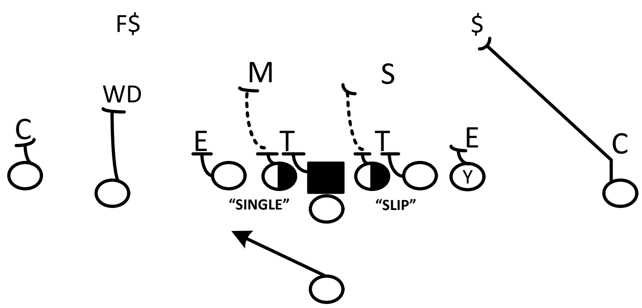
NI 33



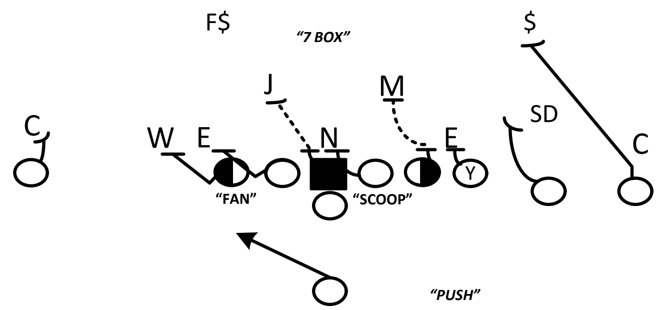
RUNS

29/28 BLUNT (29)

NI 42

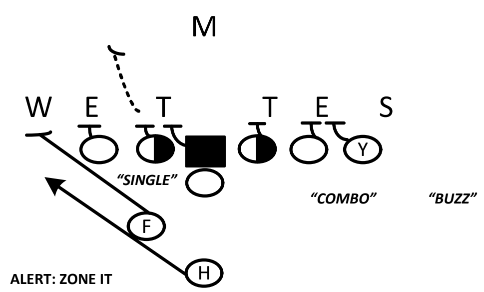


NI 33

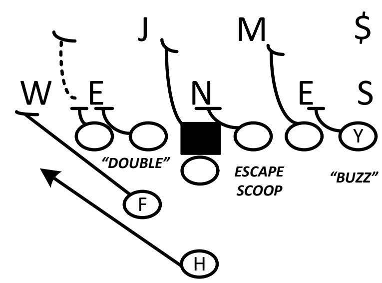


27/26 STRETCH (27)

43

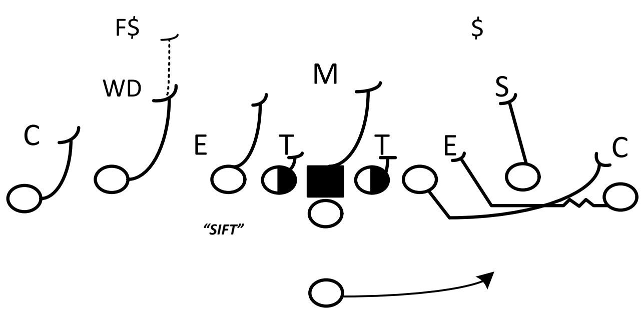


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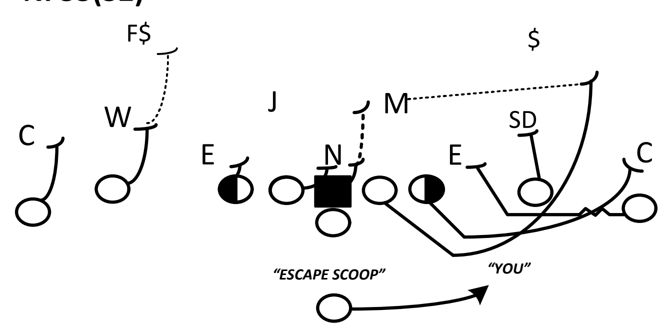


T 38/39 TAXI (T38)

NI 41

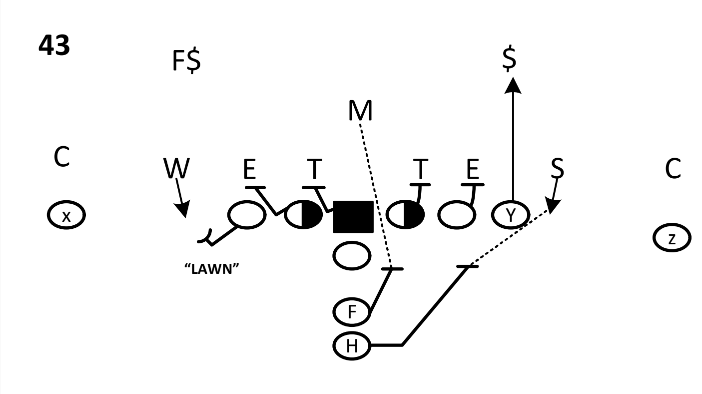


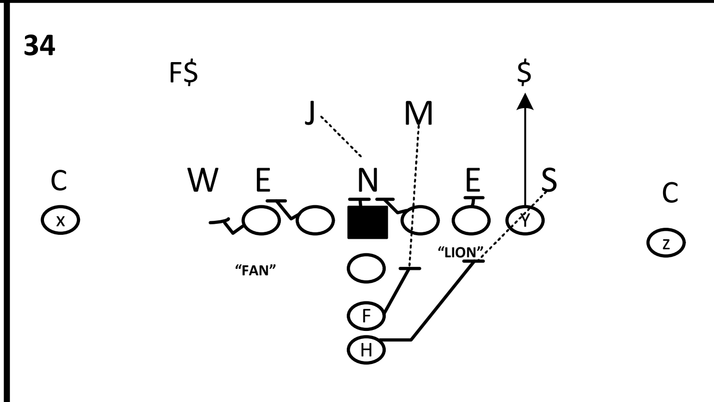
NI 33(32)



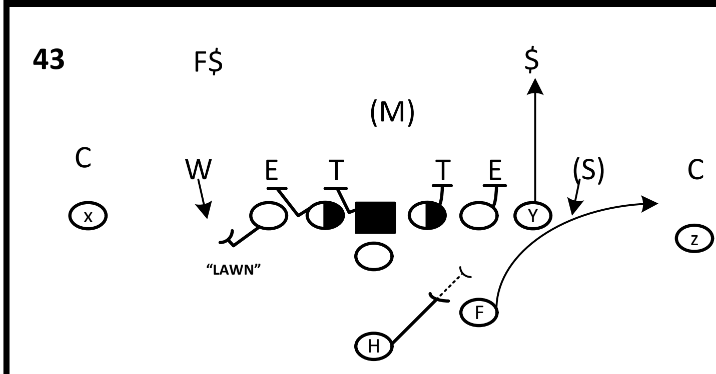
PASS PROTECTIONS

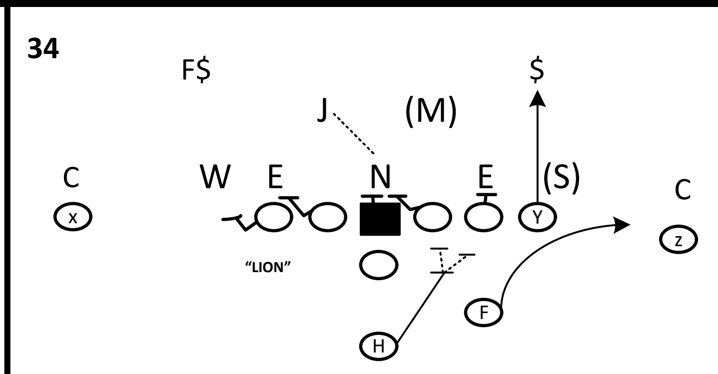
72 / 73 (72)



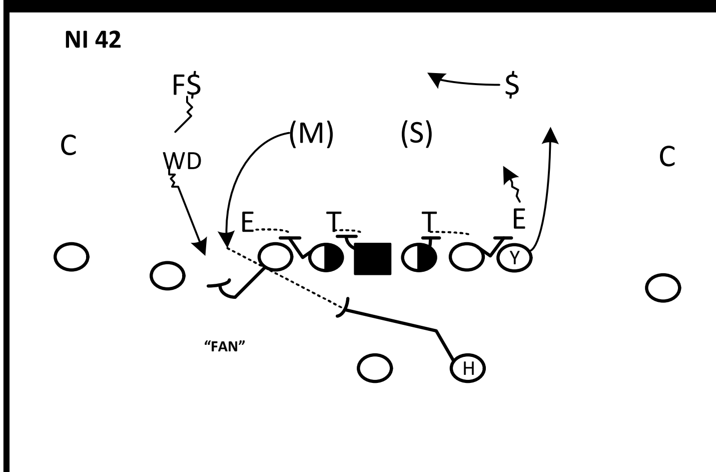


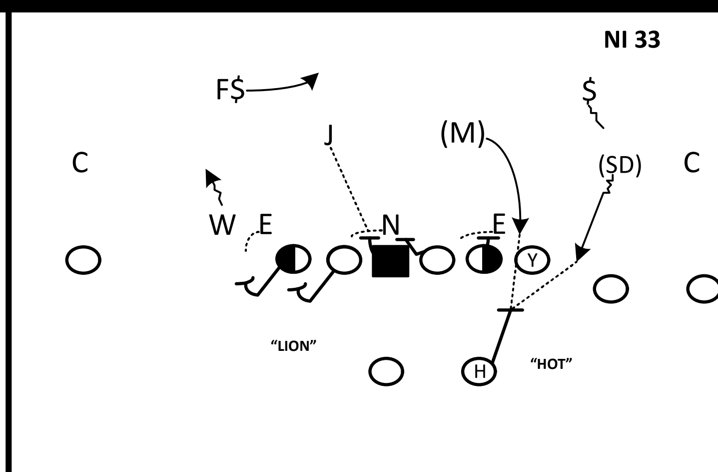
74 / 75 (74)





74 / 75 SUB (74)





76 / 77 PRO – SAME AS 74 / 75 BUT THE BACK IS OFF SET WEAK

CARDINALS OFFENSE
ROUTE INSTALL
DAY #10

Route Installation

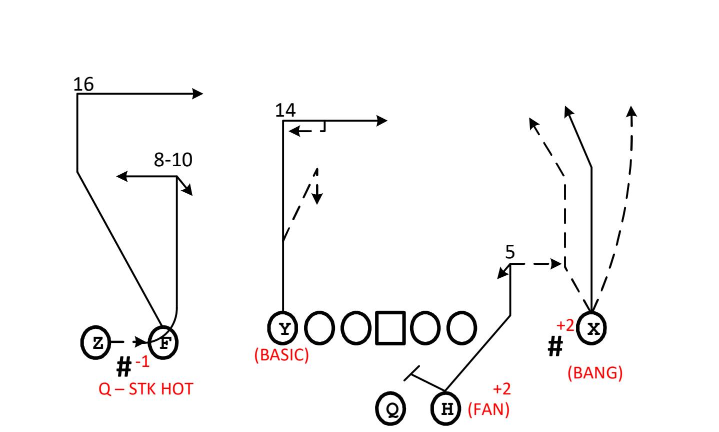
1) Combo
2) Slant
3) Charlie
4) Under
5) Snatch
6) Pin
7) Drag
8) Bowout
9) Chin
10) Hunt
11) Double Seam
12) Double Out
13) Double Post
14) Read
15) Sluggo
16) Pinch
17) Poisin
18) Dixie
19) Jet

PERIOD #2: RUN FITS 5/5/15

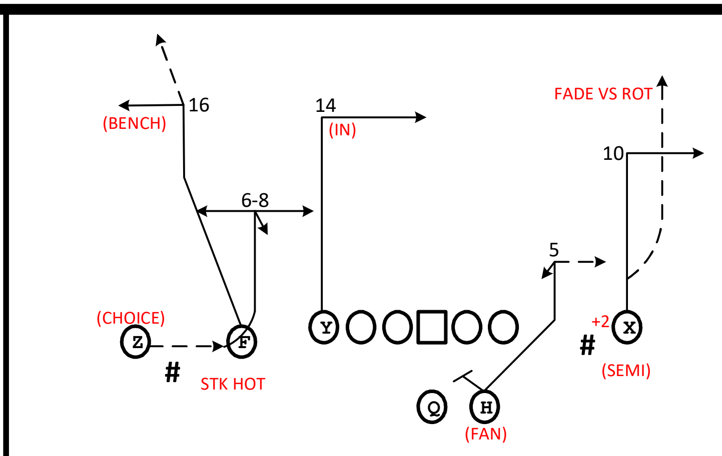
#	YD	D	D	QB	H	PER	FORM	MOV	PC	DESCRIPTION
1		1	10		M	A	TREY RT	Z PL	26	SLASH F WRAP
2		1	10		M	R	I RT SLOT	Z MO	26	SAFETY Z WRAP
3		1	10		M	A	FAX LT	Z CUT	27	ZONE
4		1	10		M	R	I LT SLOT		26	STRETCH
5		1	10		M	A	DEUCE LT	Z PL	27	SLASH
6		1	10		M	K	DICE RT		25	BLUNT BUBBLE
7		1	10		M	K	TRIPS RT	ZIP	26	SLASH
8		1	10		M	K	DICE LT	F CUT	27	SLASH
9		1	10		M	K	BUG RT		T 39	TAXI
10		1	10		M	K	TRIPS LT		24	BLUNT

QB	H	PER	FORM	MOV	PC	DESCRIPTION
1	L	K	G TROUT RT	F PL	76	DEBBIE / CHERRY / POISIN
2	R	K	G TRIPS LT	Z SH	77	Z DEVIL / Z CHOICE / Z CURL SINK
1	M	K	G DICE RT		74	HUNT SEAM / BOWOUT CHIN / Z DRAG PIN
2	R	K	G DICE RT		77	SEAM HUNT / CHIN BOWOUT / PIN Z DRAG
1	L	F	G DUKE LT		75	DBL OUT CHIN / Z DRAG PIN / Z DBL OUT X UNDER
2	R	K	G DICE RT		76	Z UNDER CHARLEY / PIN X DRAG / CHIN BOWOUT
1	M	P	FLIP LT		75	QK 63 SLANT COMBO /LK SLUGGO SEAM / Z DBL SEAM
2	R	K	DICE RT		74	QK 62 SLANT COMBO / LK SLUGGO SEAM / Y DBL SEAM
1	M	P	I RT NASTY	F FL	74	Z LEVEL DBL POST / OKIE
2	R	A	FIRM RT		74	F DRAG PIN / F LEVEL DBL OUT
1	R	P	WK RT SLOT	F MO		QK 62 SLANT COMBO / 74 CHARLEY X UNDER
2	L	A	TRIPS RT	Z PL	74	Z RAIDER F LEVEL

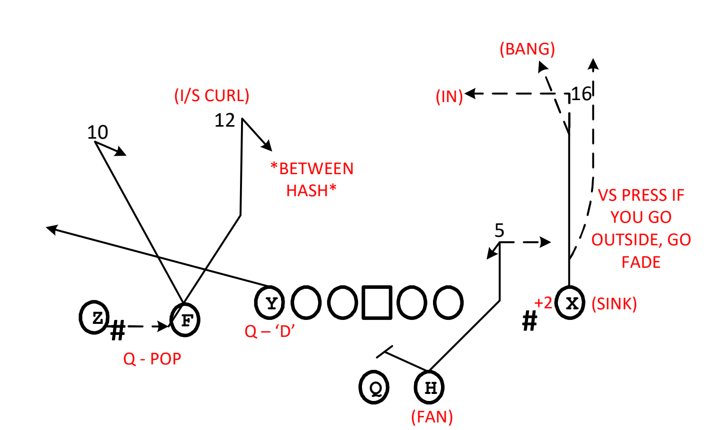
PHASE 2 – TUESDAY BLITZ SCRIPT



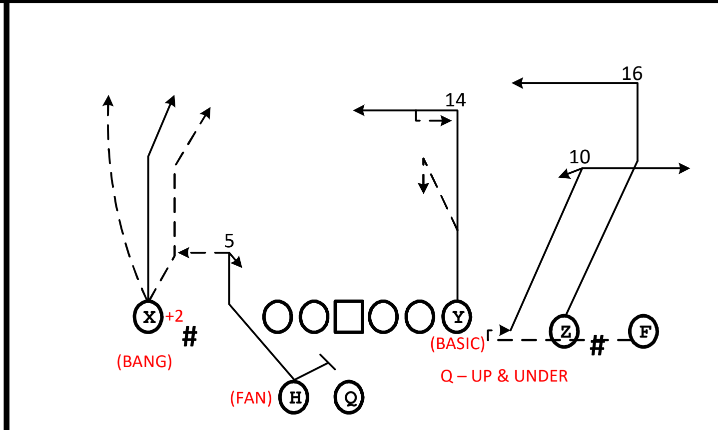
(K) G TRIPS LT Z SH 77 Z DEVIL



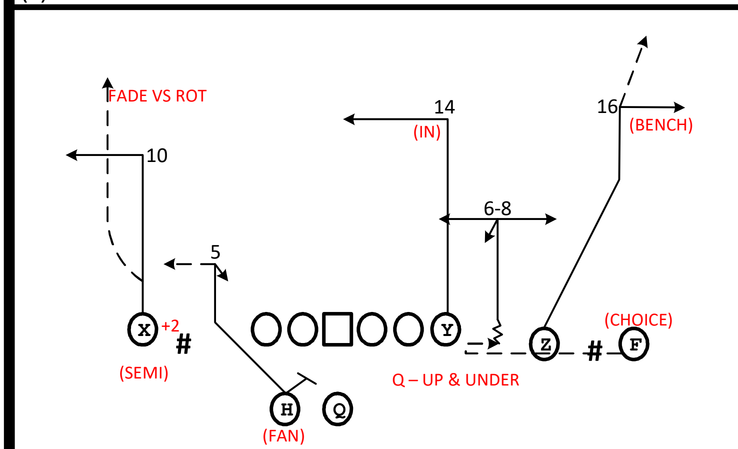
(K) G TRIPS LT Z SH 77 Z CHOICE



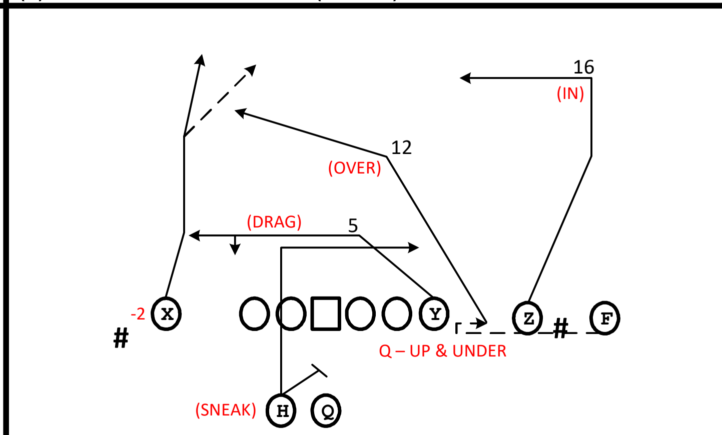
(K) G TRIPS LT Z SH 77 Z CURL SINK



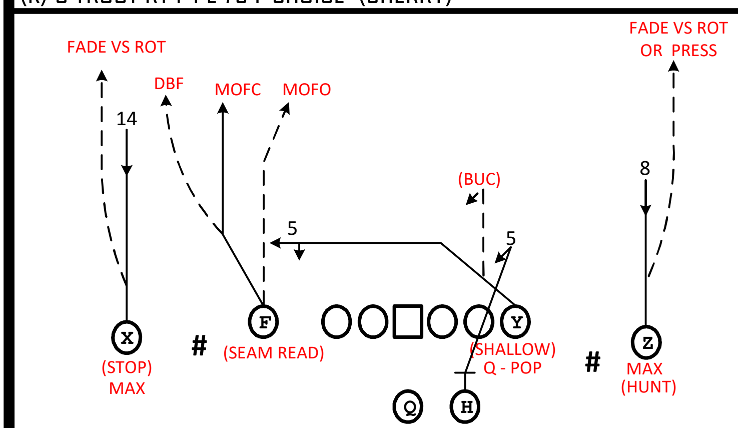
(K) G TROUT RT F PL 76 DEVIL (DEBBIE)



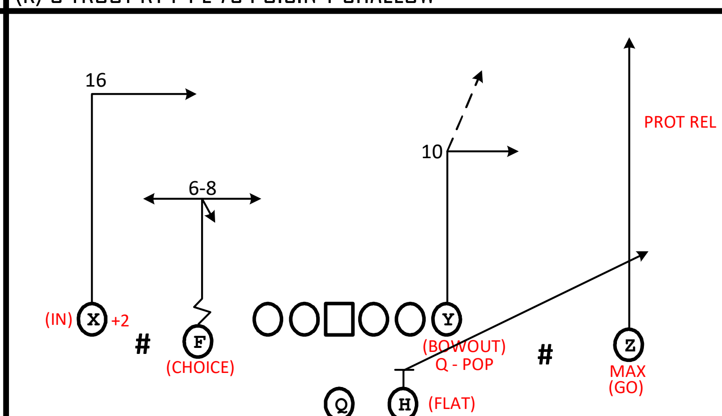
(K) G TROUT RT F PL 76 F CHOICE (CHERRY)



(K) G TROUT RT F PL 76 POISIN Y SHALLOW

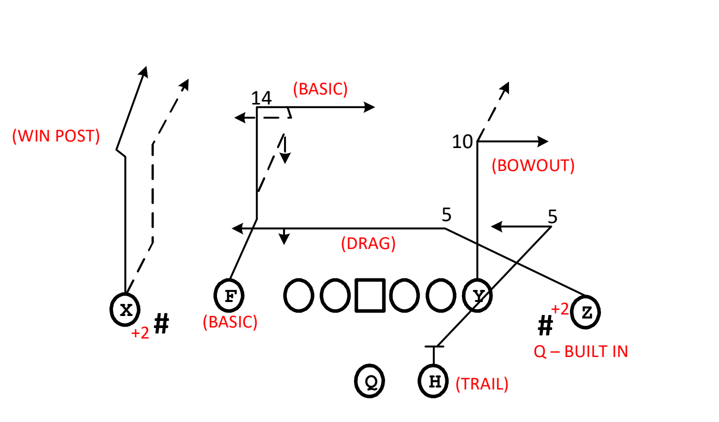


(K) G DICE RT 74 HUNT SEAM

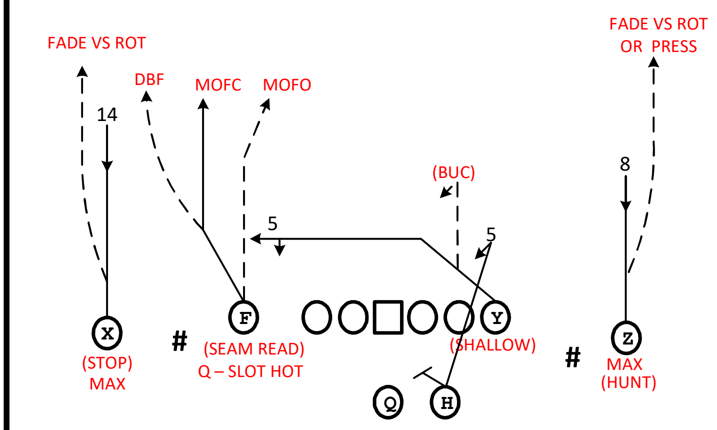


(K) G DICE RT 74 BOWOUT CHIN

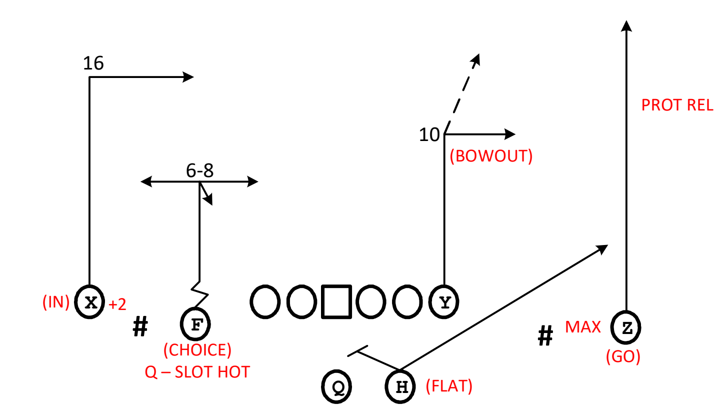
PHASE 2 – TUESDAY BLITZ SCRIPT



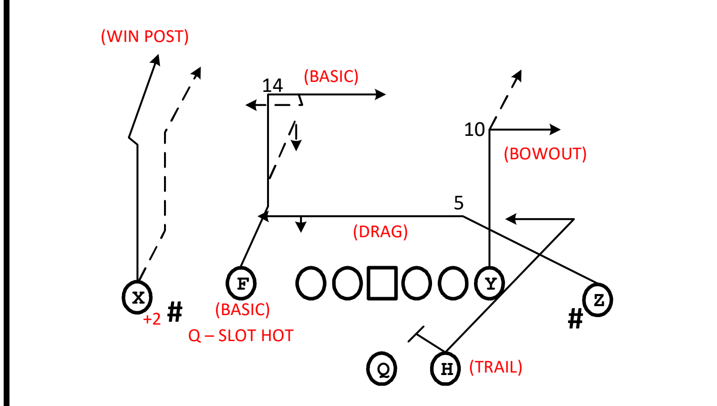
(K) G DICE RT 74 Z DRAG PIN



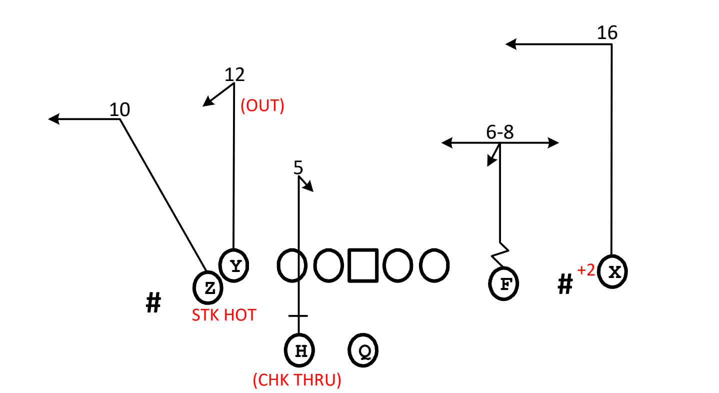
(K) G DICE RT 77 SEAM HUNT



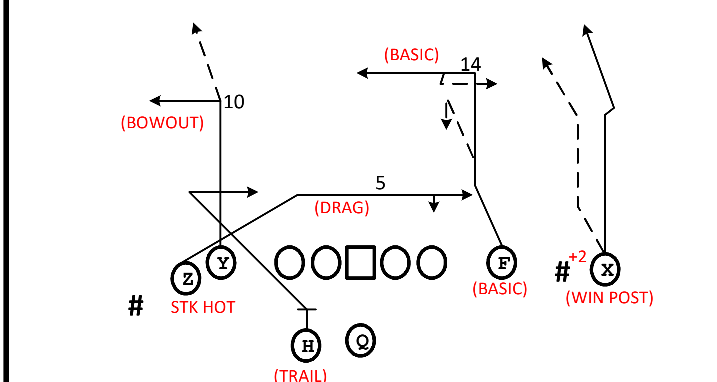
(K) G DICE RT 77 CHIN BOWOUT



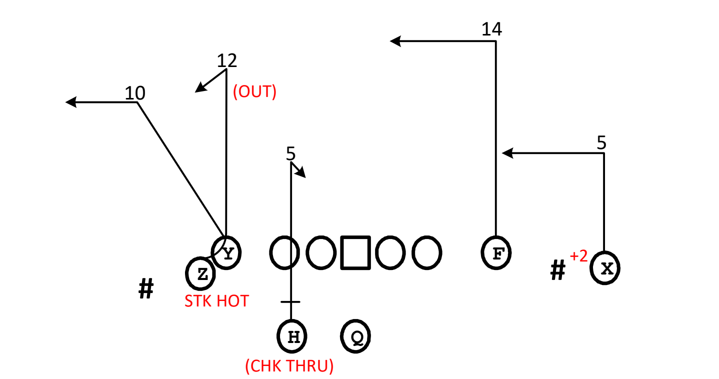
(K) G DICE RT 77 PIN Z DRAG



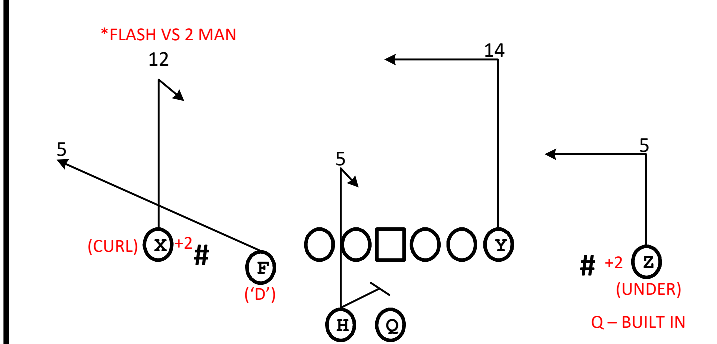
(F) G DUKE LT 75 DBL OUT CHIN



(F) G DUKE LT 75 Z DRAG PIN

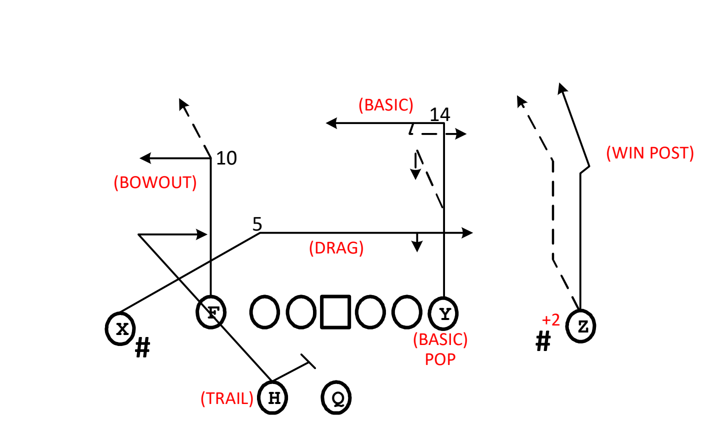


(F) G DUKE LT 75 Z DBL OUT X UNDER

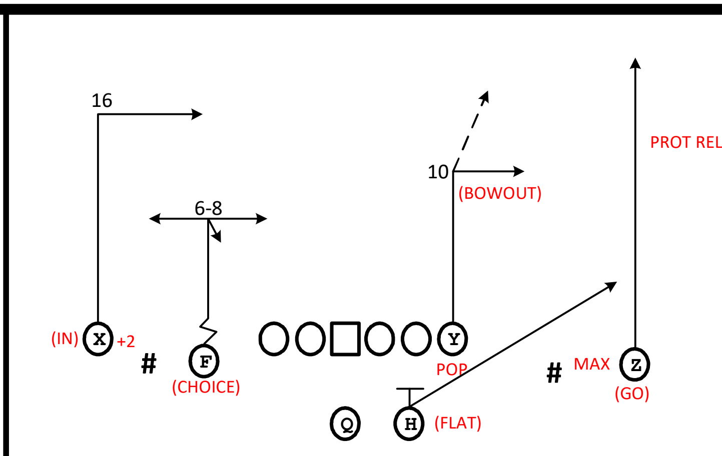


(K) G DICE RT 76 Z UNDER CHARLEY

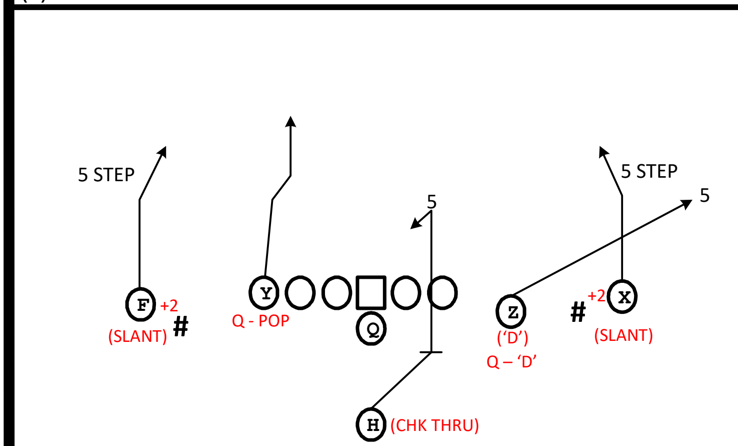
PHASE 2 – TUESDAY BLITZ SCRIPT



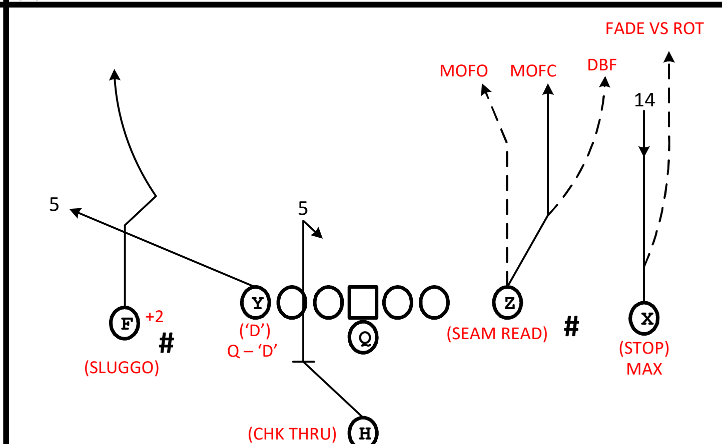
(K) G DICE RT 76 PIN X DRAG



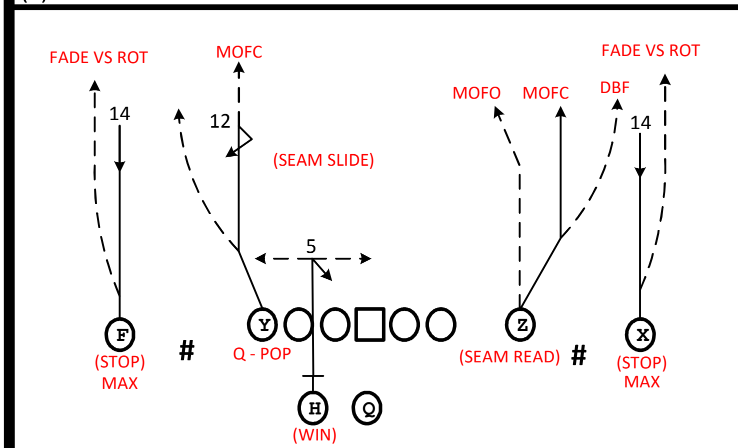
(K) G DICE RT 74 BOWOUT CHIN



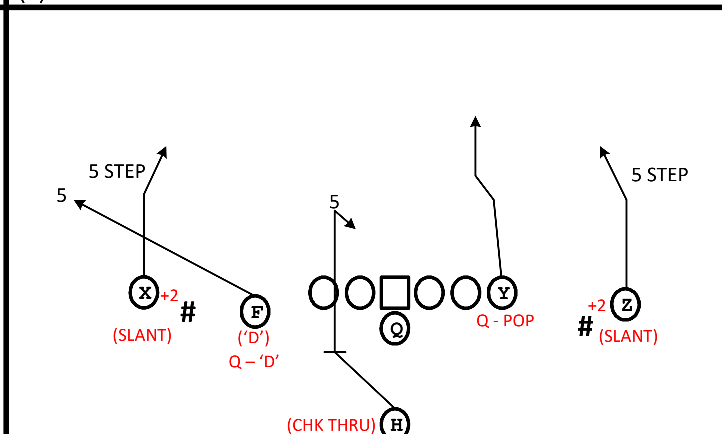
(P) FLIP LT 63 SLANT COMBO



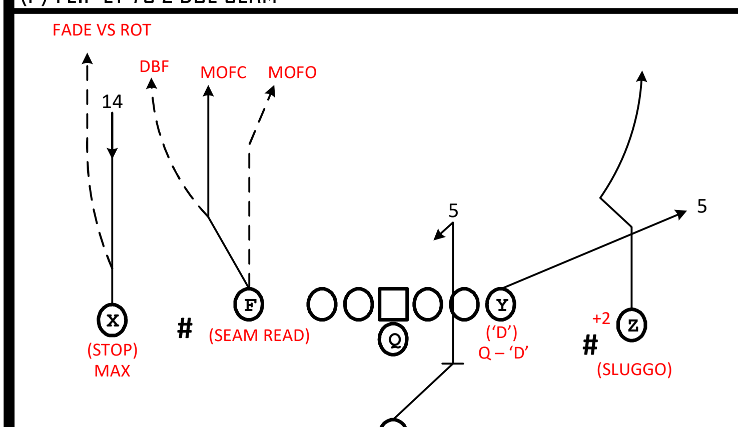
(P) FLIP LT 75 LK SLUGGO SEAM



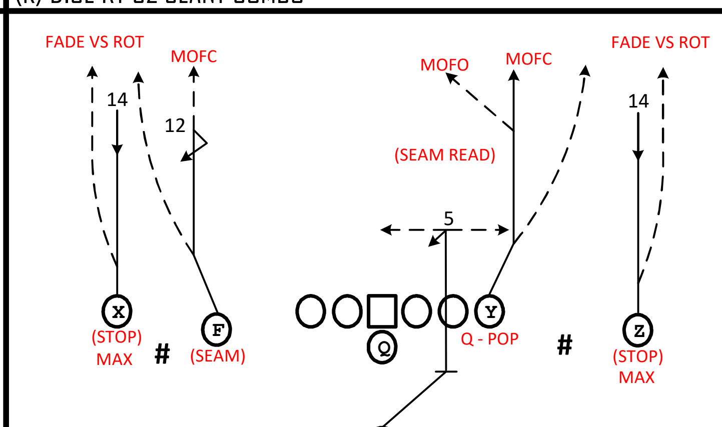
(P) FLIP LT 75 Z DBL SEAM



(K) DICE RT 62 SLANT COMBO

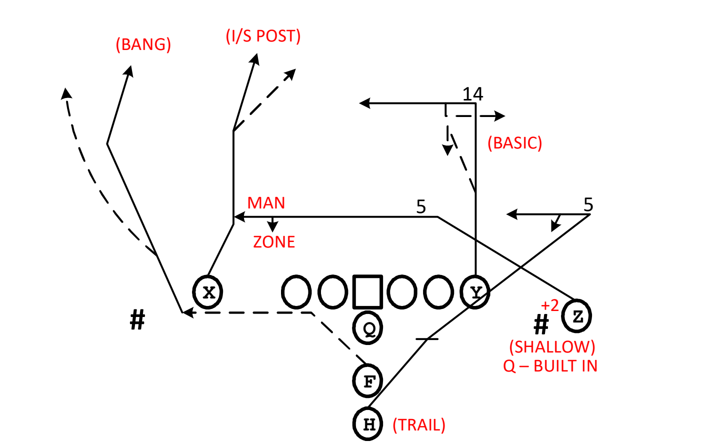


(K) DICE RT 74 LK SLUGGO SEAM

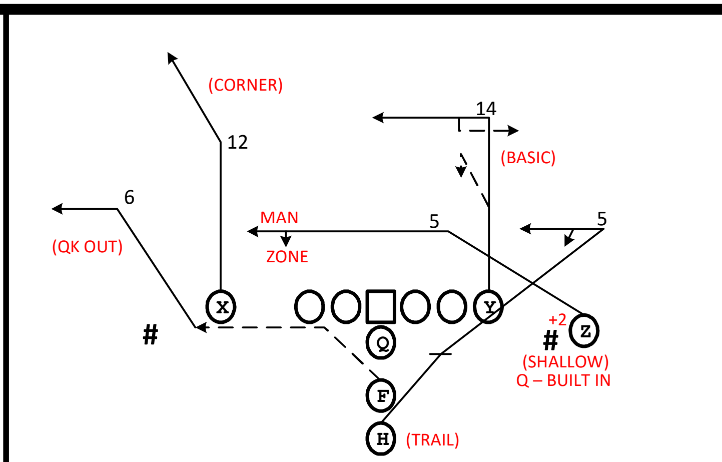


(K) DICE RT 74 Y DBL SEAM

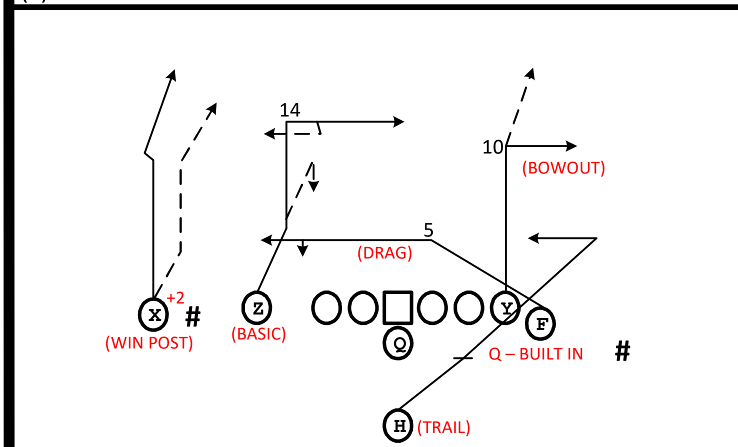
PHASE 2 – TUESDAY BLITZ SCRIPT



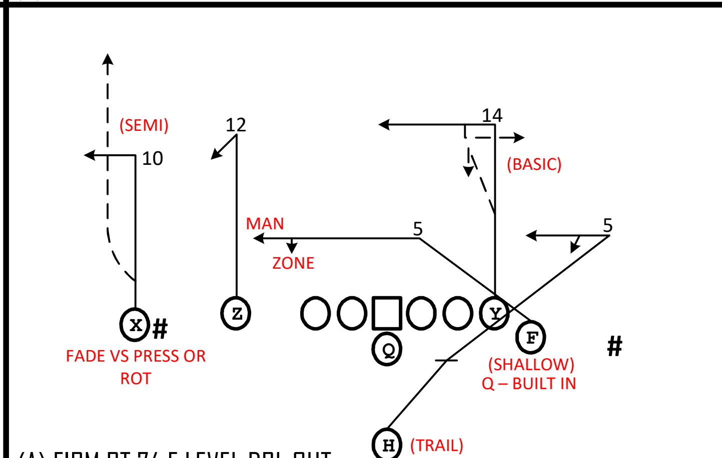
(P) I RT NASTY F FL 74 Z LEVEL DBL POST



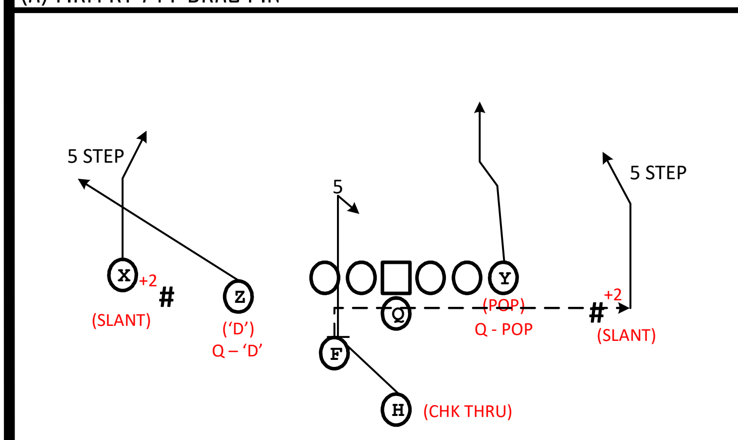
(P) I RT NASTY F FL 74 Z LEVEL OKIE



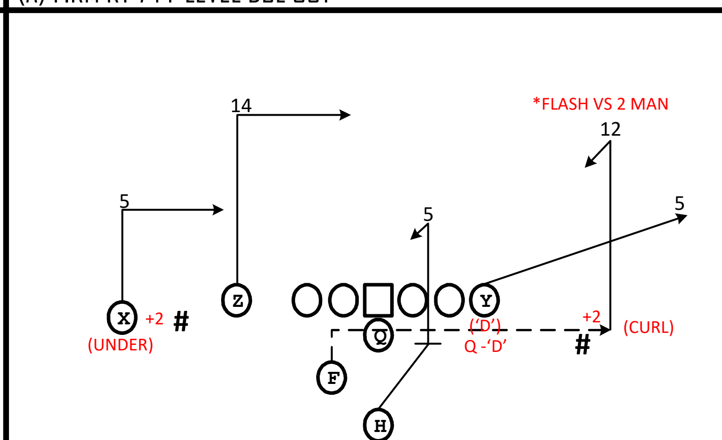
(A) FIRM RT 74 F DRAG PIN



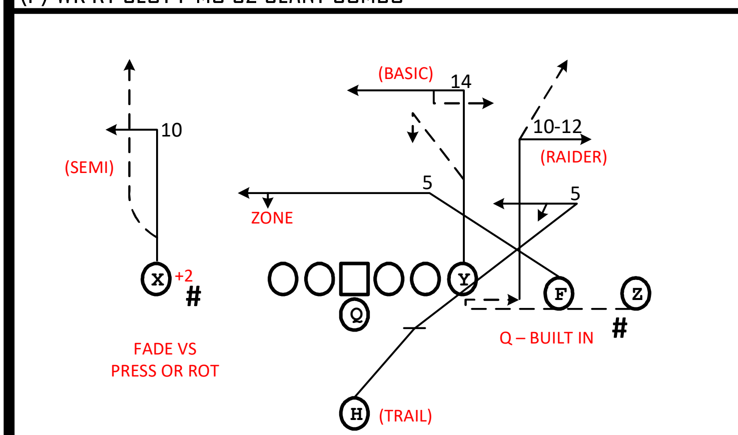
(A) FIRM RT 74 F LEVEL DBL OUT



(P) WK RT SLOT F MO 62 SLANT COMBO

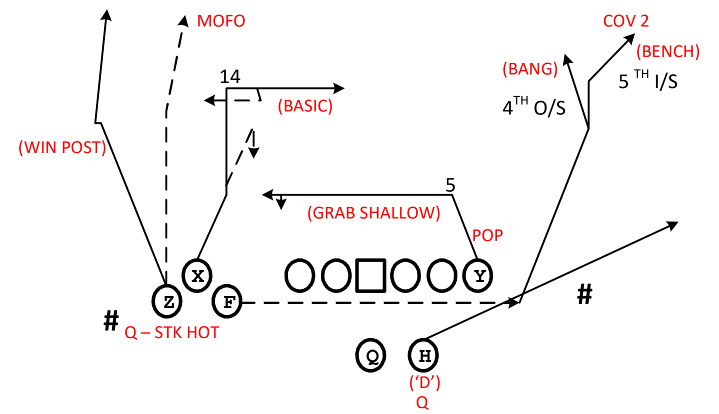


(P) WK RT SLOT F MO 74 CHARLEY X UNDER

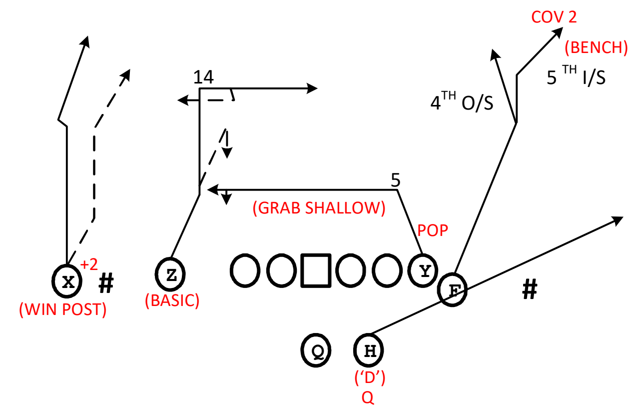


(A) TRIPS RT Z PL 74 Z RAIDER F LEVEL

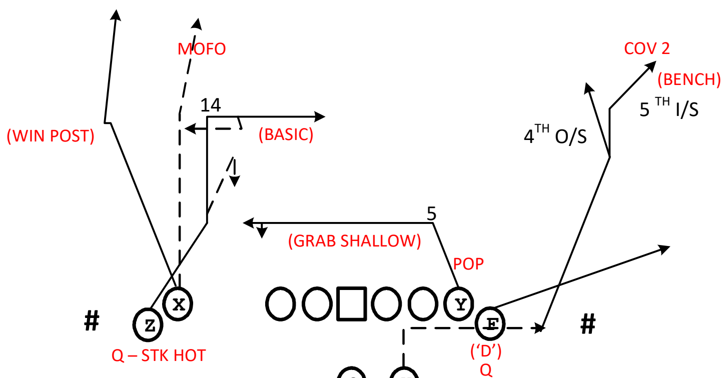
PHASE 2 – TUESDAY BLITZ SCRIPT



(K) G RT BOX F MO 52 F PUB PIN



(A) G FIRM RT 52 F PUB PIN



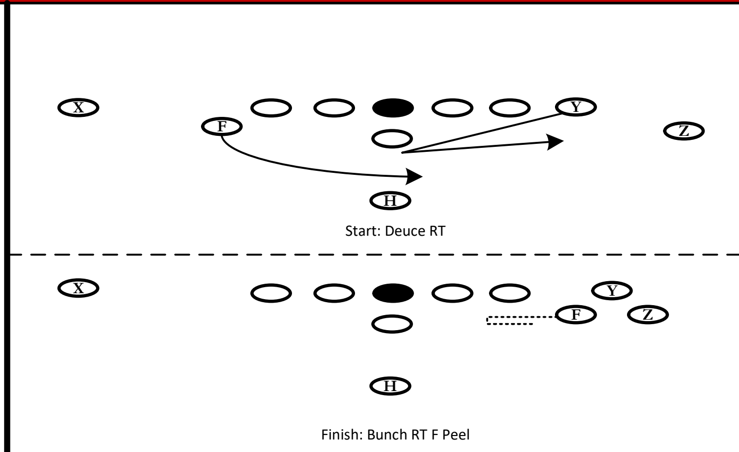
(K) G FAX RT H MO 52 H PUB X PIN

MAY 4TH – INSTALL DAY #11 (2016)

SHIFTS

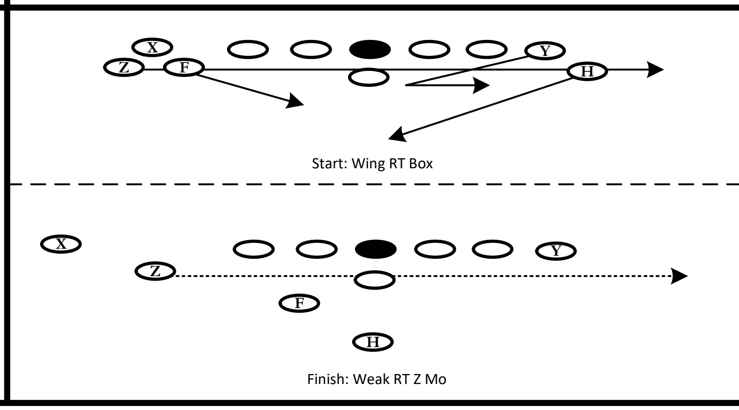
BOOST

Boost starts in DEUCE and “boost” to final formation.



BOMB

Start in Wing Box and “bomb” to final formation. Bomb will carry a pre-snap play with it.

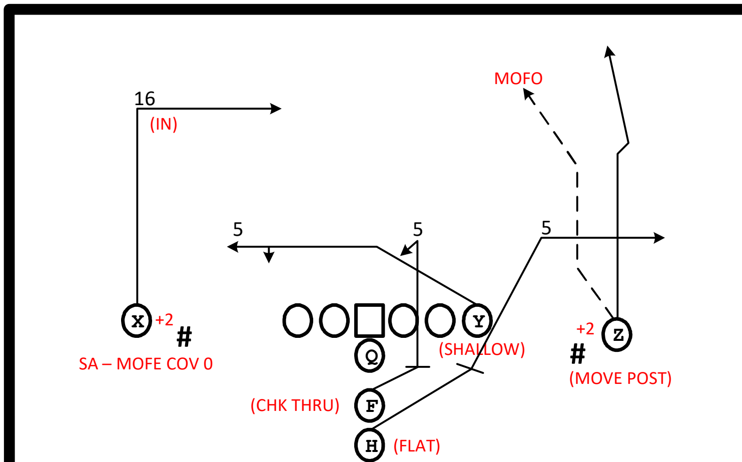


HOT / SITES

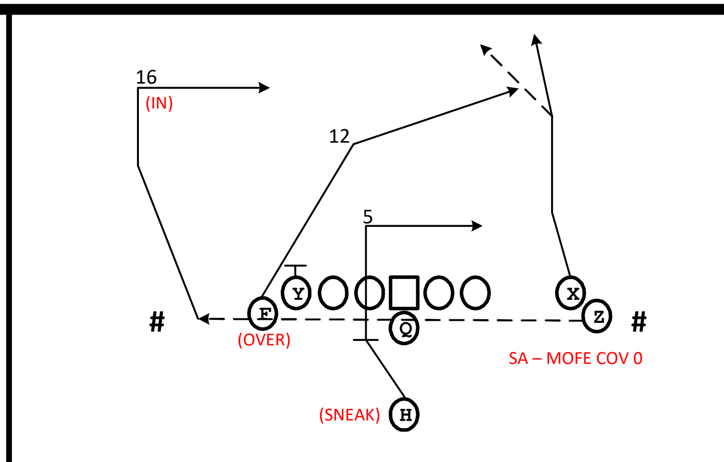
PLAY	Q	SITE
82/83	NONE	DB + STACK LB
88/89	MOFE COV 0	MOFE COV 0
KICK 2/3	NONE	MOFE COV 0
ACT 2/3 – 6/7	NONE	MOFE COV 0
K 4/5	ANY 2 STRONG – Q BUILT IN	1 DB AWAY (POSS RAKE/LAWN)

QB	H	PER	FORM	MOV	PC	DESCRIPTION
1/2	L	R	I RT		ACT 2	DIXIE
1/2	R	A	BOMB FAX LT	Z MO	KICK 3	POISIN
1/2	M	R	STR RT SLOT	Z MO	82	GO
1/2	L	A	DEUCE RT		F 26	NAKED LT
1/2	R	R	BOMB STR LT STK	Z MO	F 27	NAKED RT F HIDE
1/2	M	C	WK LT CL	Z FLY	K4	BOWOUT Y DRAG
1/2	L	A	BOOST TREY RT	F FLY	F 26	NAKED LT
1/2	R	A	BUNCH LT		KICK 3	DIXIE
1/2	M	R	Y MOVE I RT		ACT 6	CAB
1/2	L	A	DEUCE RT	X MO	KICK 2	DIVIDE BOWOUT
1	L	K	G PRO RT		88	DIXIE / POISIN / CAB
2	R	K	G PRO LT		89	CAB / DRIVE / Z PYLON X CADDY
1	L	K	G LT TEX		66	Z FISH POCO / Z SAILOR / Z STEELHEAD POCO
2	R	K	G RT TIX		67	F FISH/POCO/Z CHOICE/F STEELHEAD POCO
1	R	F	G TRIPS LT		67	Y FISH / POISIN F DRAG / JESSE
2	M	K	G TRIPS RT	F PL	66	F SKUNK / SALLY / TINA
1	M	K	TRIPS RT	F PL	62	TINA / F GLANCE / LOAD F ANGLE
2	M	K	TRIPS LT	F PL	63	TINA / F GLANCE / LOAD F ANGLE

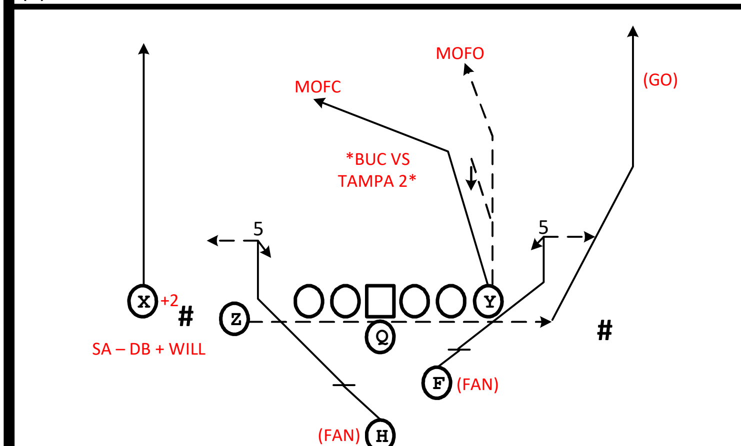
PHASE 2 – WEDNESDAY SCRIPT



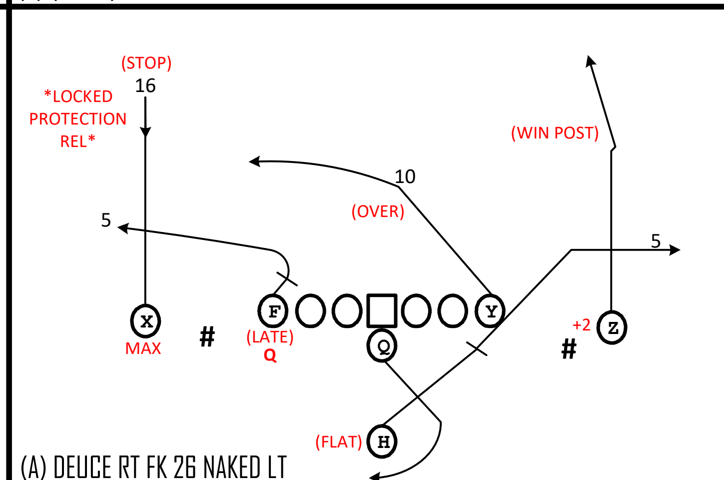
(R) I RT ACT 2 DIXIE



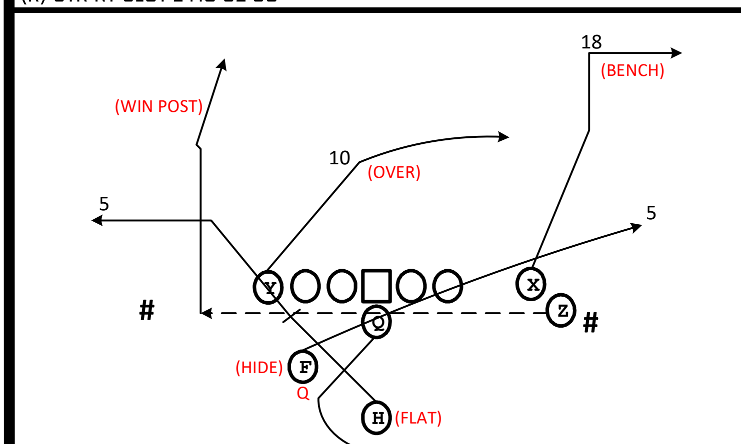
(A) (BOMB) FAX LT Z MO KICK 3 POISIN



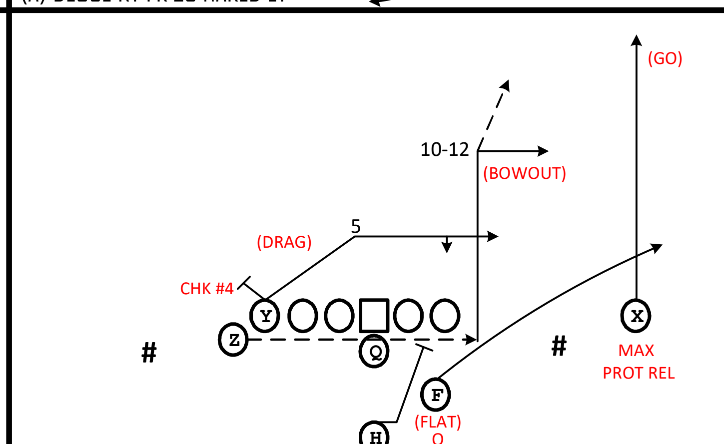
(R) STR RT SLOT Z MO 82 GO



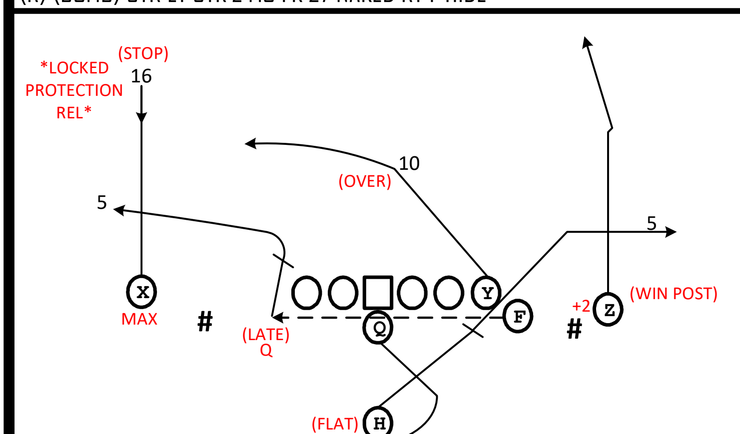
(A) DEUCE RT FK 26 NAKED LT



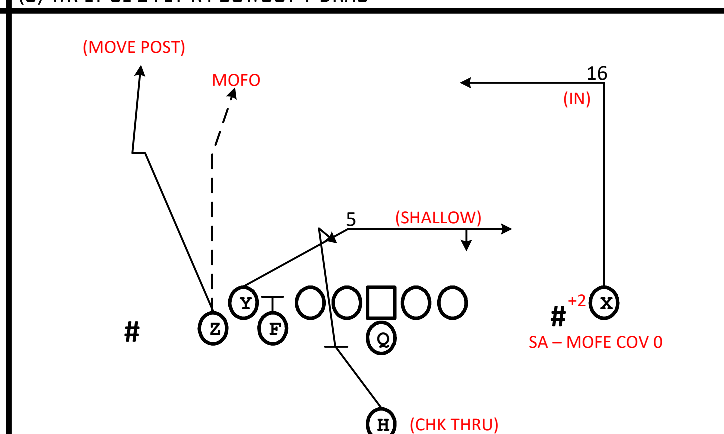
(R) (BOMB) STR LT STK Z MO FK 27 NAKED RT F HIDE



(C) WK LT CL Z FLY K4 BOWOUT Y DRAG

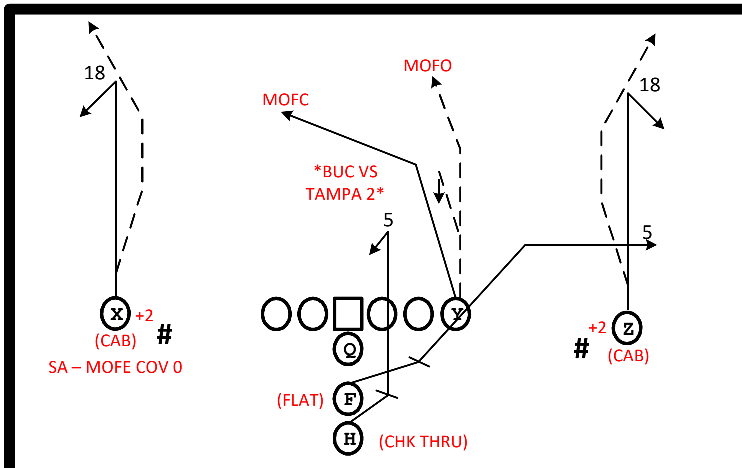


(A) (BOOST) TREY RT F FLY FK 26 NAKED LT

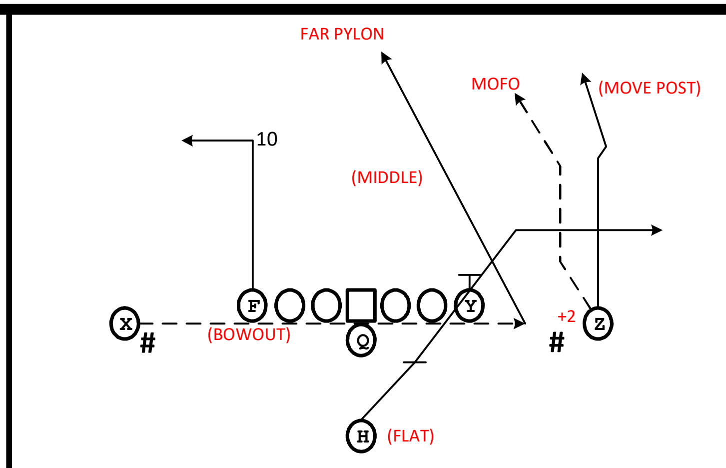


(A) BUNCH LT KICK 3 DIXIE

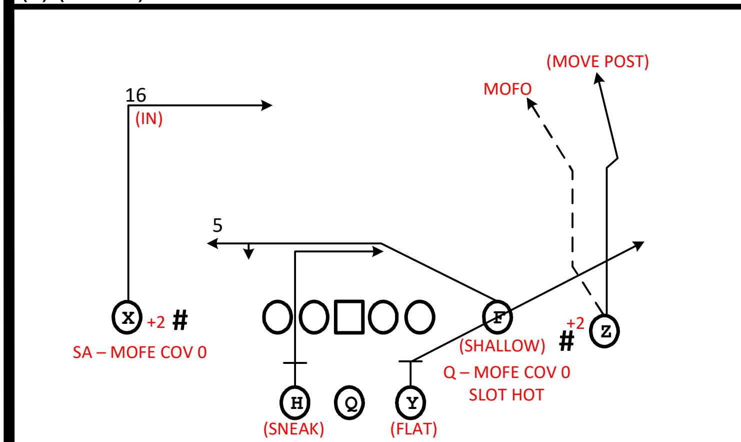
PHASE 2 – WEDNESDAY SCRIPT



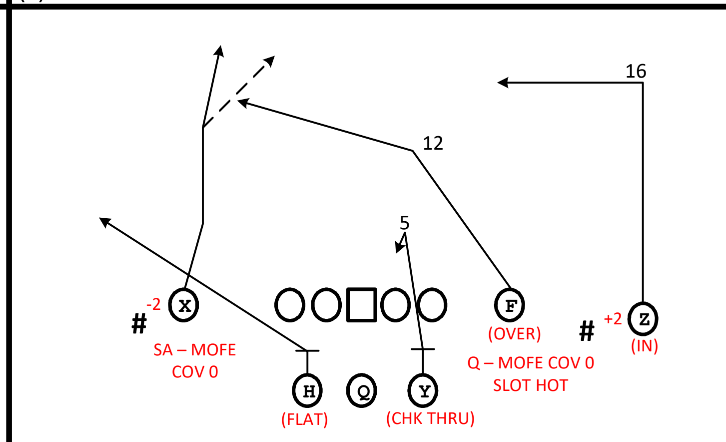
(R) (Y MOVE) I RT ACT 6 CAB



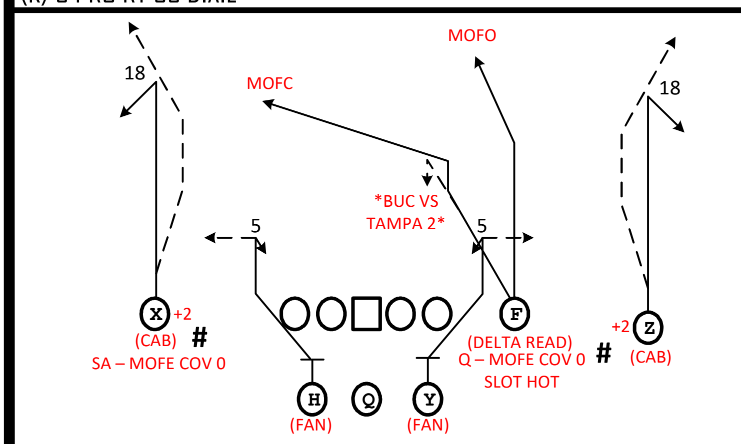
(A) DEUCE RT X MO KICK 2 DIVIDE BOWOUT



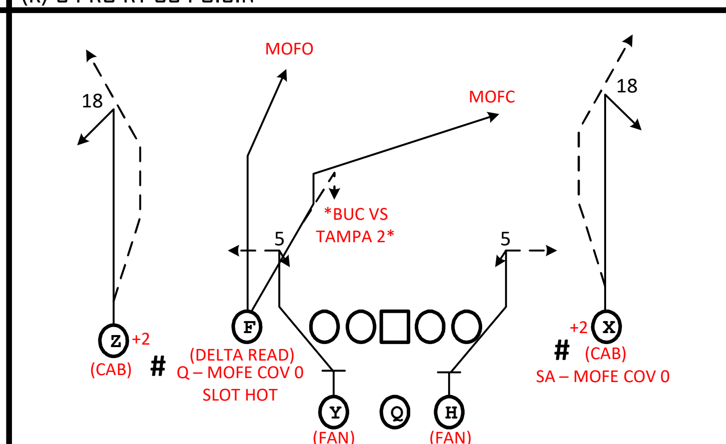
(K) G PRO RT 88 DIXIE



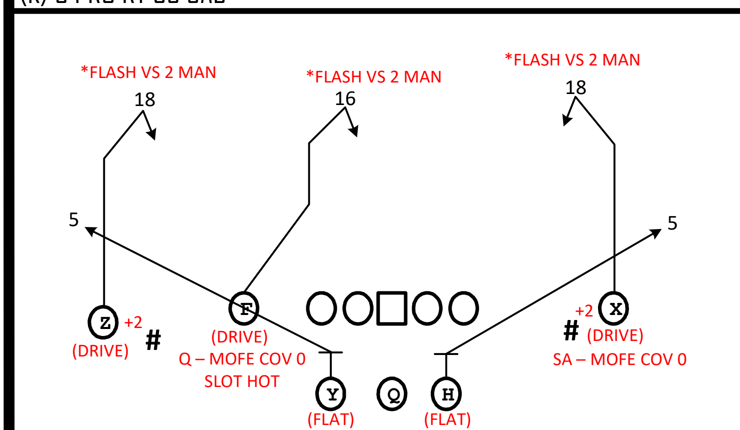
(K) G PRO RT 88 POISIN



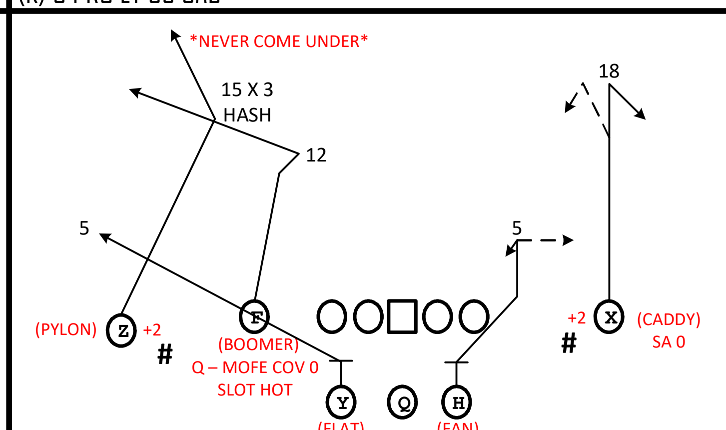
(K) G PRO RT 88 CAB



(K) G PRO LT 89 CAB

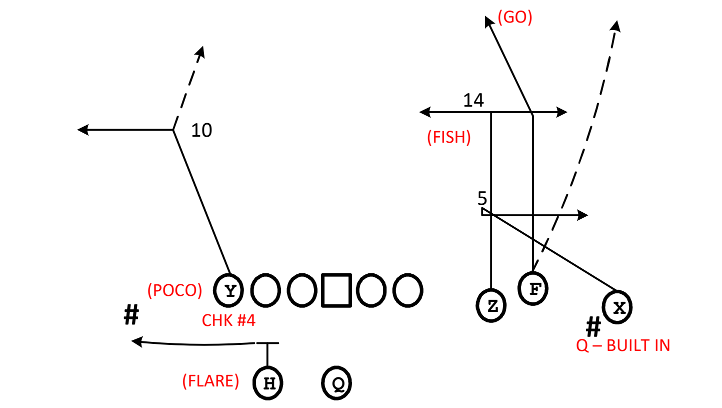


(K) G PRO LT 89 DRIVE

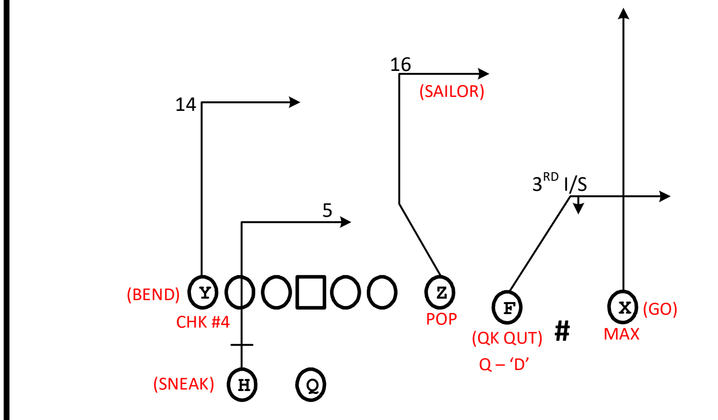


(K) G PRO LT 89 Z PYLON X CADDY

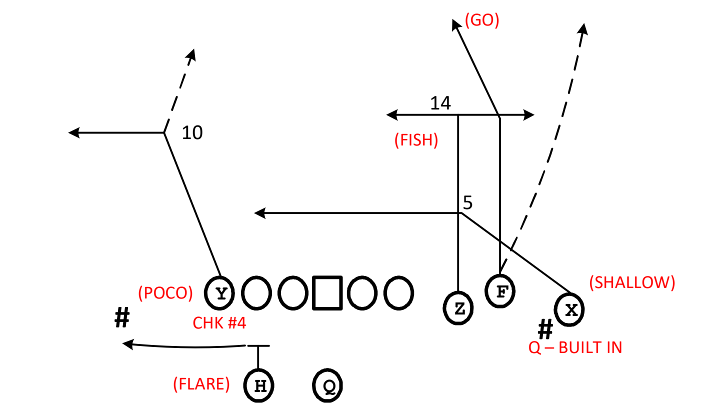
PHASE 2 – WEDNESDAY SCRIPT



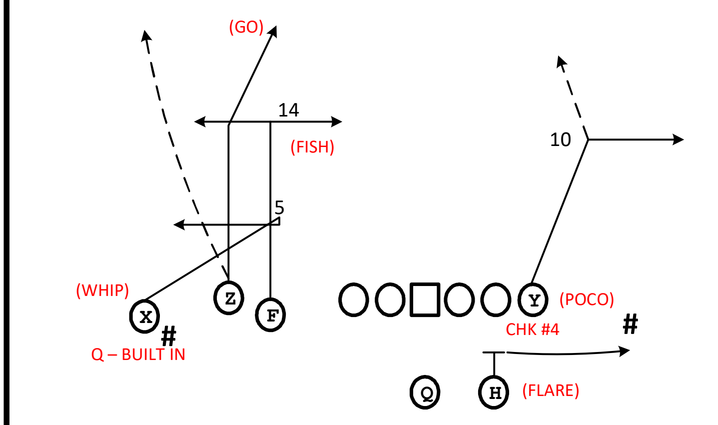
(K) G LT TEX 66 Z FISH POCO



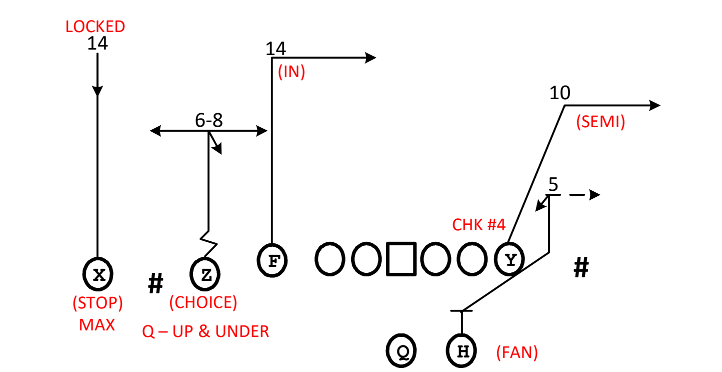
(K) G LT TEX 66 Z SAILOR



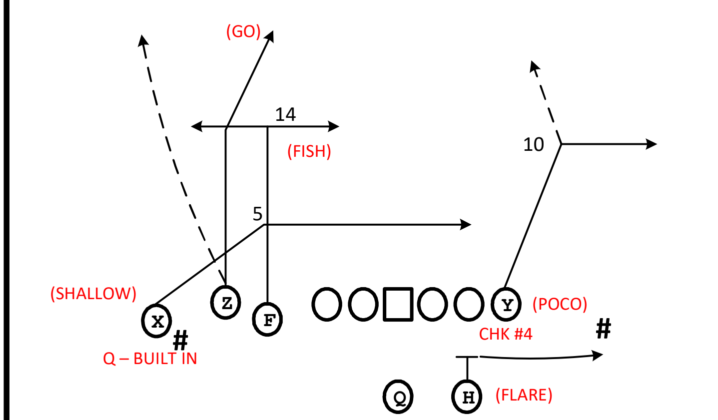
(K) G LT TEX 66 Z STEELHEAD POCO



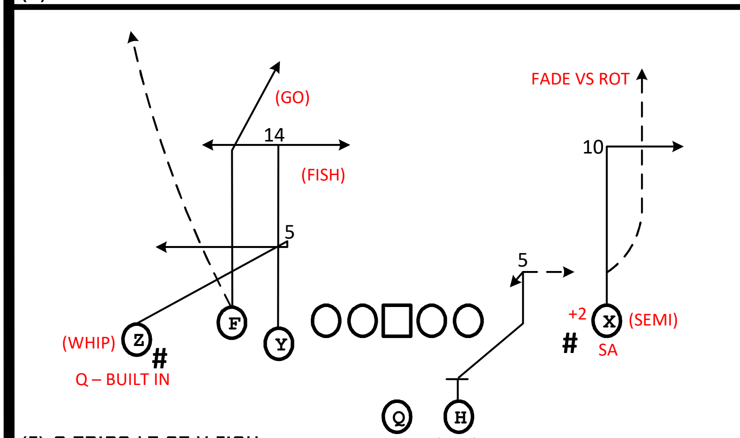
(K) G RT TIX 67 F FISH POCO



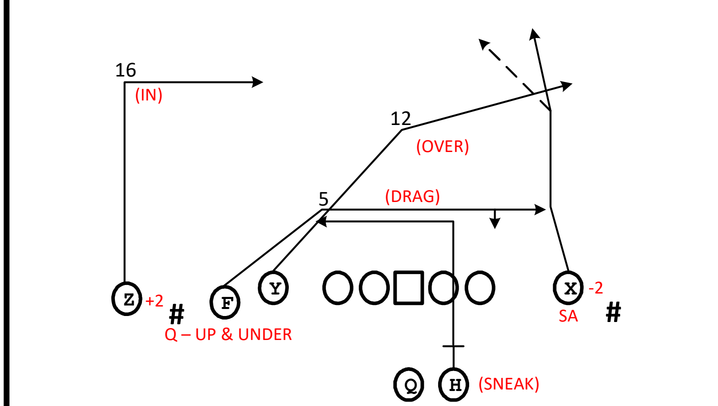
(K) G RT TIX 67 Z CHOICE



(K) G RT TIX 67 F STEELHEAD POCO

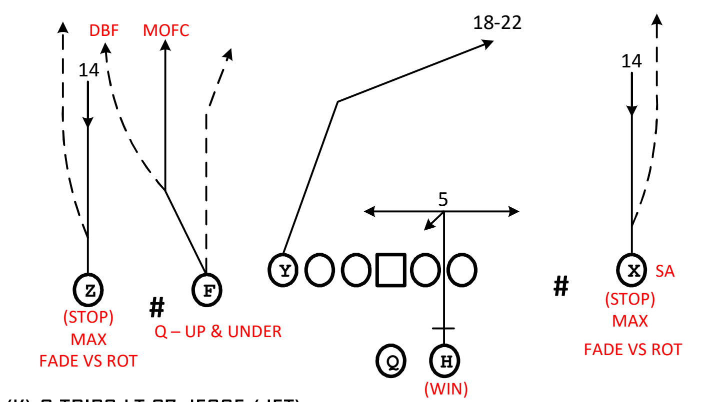


(F) G TRIPS LT 67 Y FISH

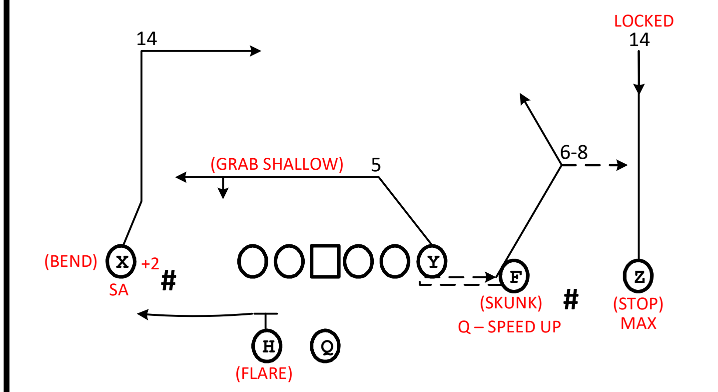


(F) G TRIPS LT 67 POISIN F DRAG

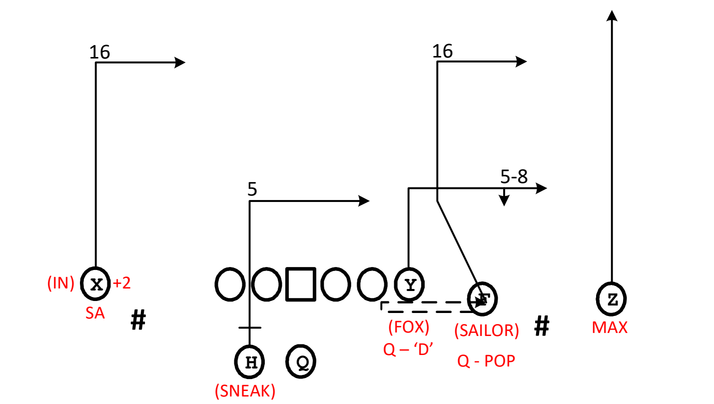
PHASE 2 – WEDNESDAY SCRIPT



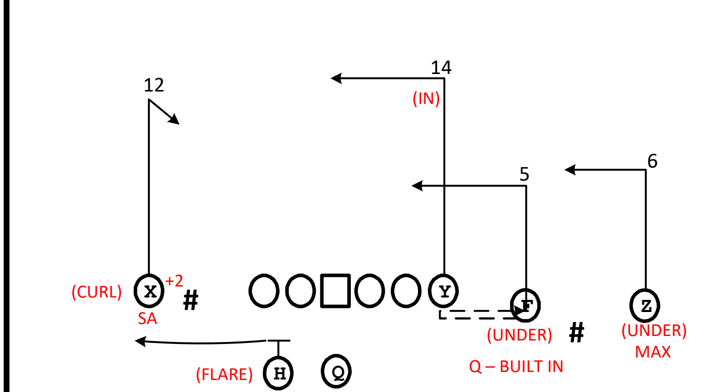
(K) G TRIPS LT 67 JESSE (JET)



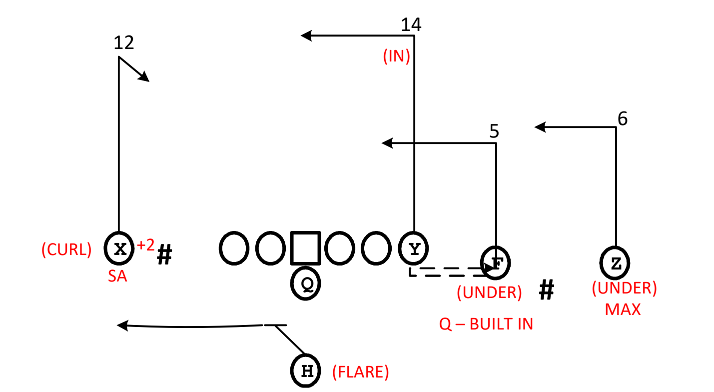
(K) G TRIPS RT F PL 66 F SKUNK



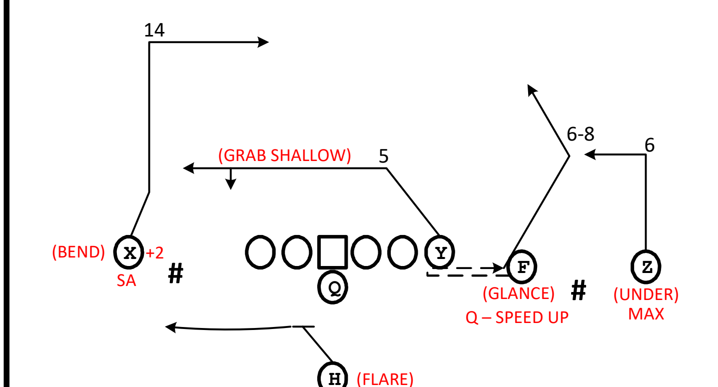
(K) G TRIPS RT F PL 66 SALLY (SAILOR)



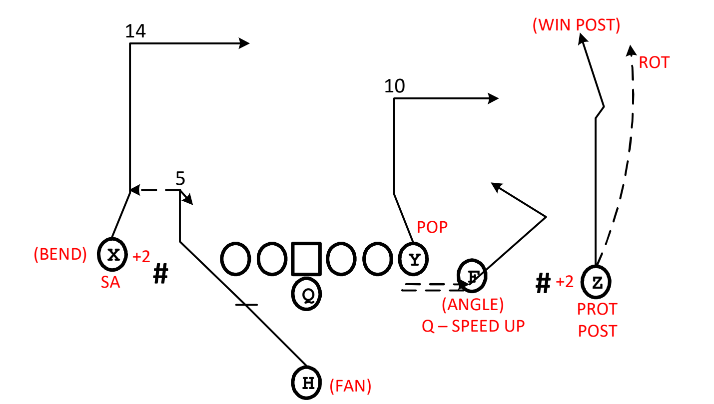
(K) G TRIPS RT F PL 66 TINA (TIER)



(K/P) TRIPS RT F PL 62 TINA (TIER)



(K/P) TRIPS RT F PL 62 F GLANCE



(K/P) TRIPS RT F PL 62 LOAD F ANGLE

MAY 5TH – INSTALL DAY #12 (2016)

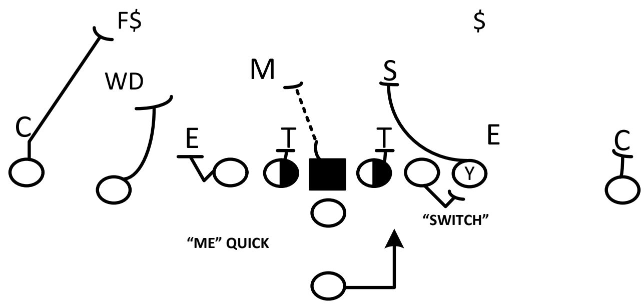
SPECIFIC CATEGORY

DRAWS / 2 MINUTE / SCREENS

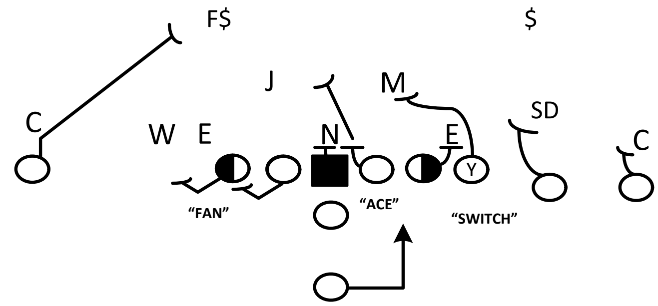
RUNS

40/41 DRAW (40)

NI 42

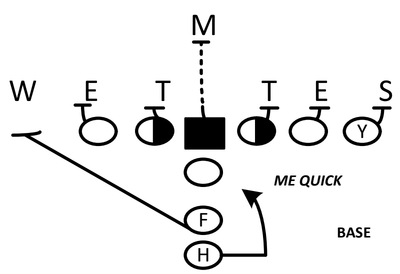


NI 33

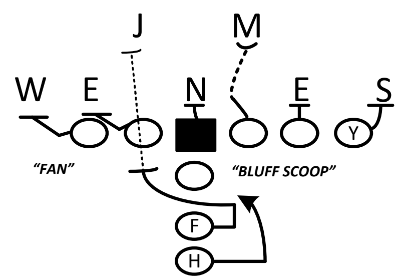


42/43 JACKIE/WILLIE (42)

43

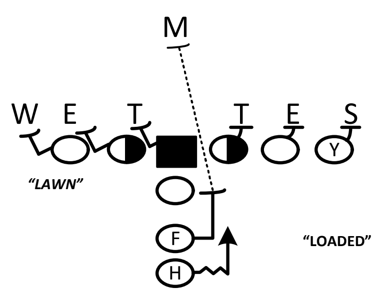


34

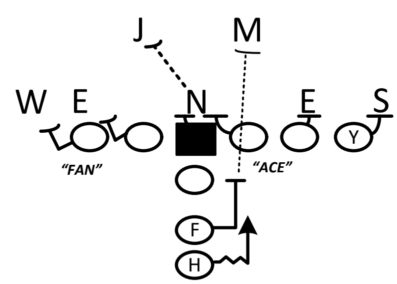


42/43 MIKE (42)

43

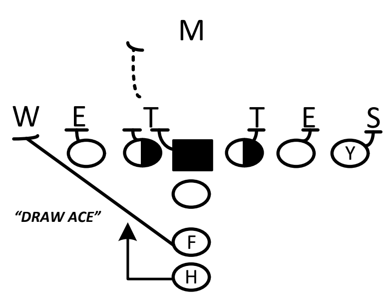


34

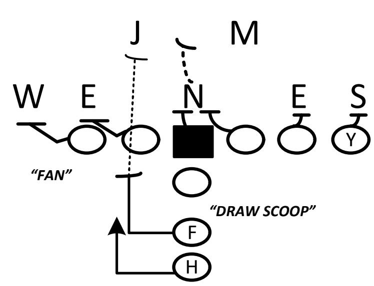


45/44 BOB (45)

43



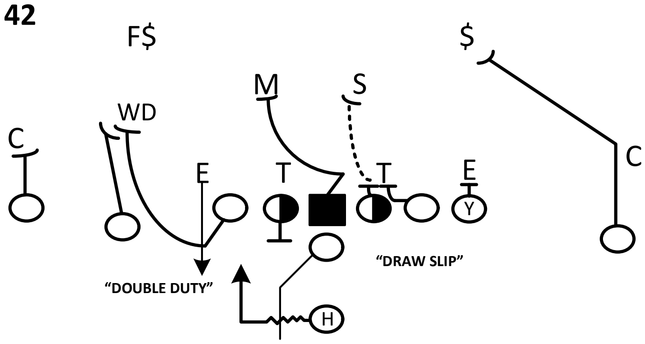
34



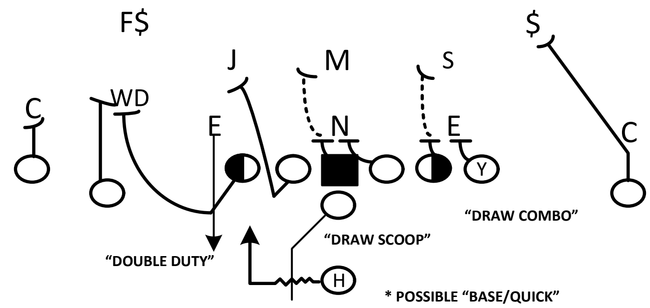
RUNS

42/43 SPRINT DRAW (42)

NI 42

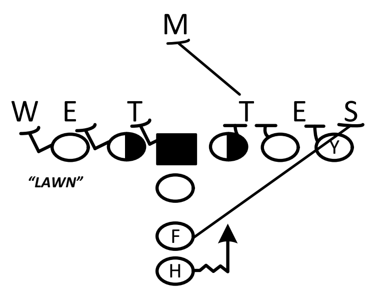


NI 33 STACK

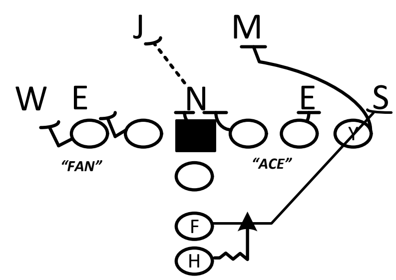


42/43 SAM (42)

43



34



2 MINUTE PROCEDURE

We will Alert "O" on the sideline in 2 Minute. We will not huddle until the QB tells "O" – Huddle Up.

Formation: G TRIPS RT/LT OR G EMPTY RT/LT
-X / Z stay on your side
-Y / F / H switch to the call
Protection: 66/67 - 76/77 - 52/53
Routes: Code words
RB – SAME ROUTE AS IF YOU WERE IN THE BACKFIELD
Snap Count: We will use "Go" or "Silent 1"

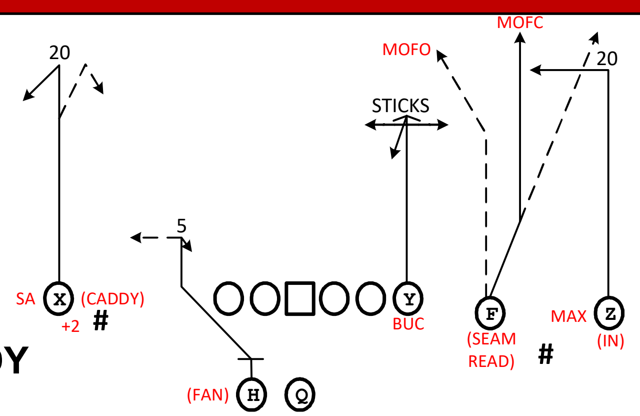
Ex: "Right, Right...Jet, Jet...Set Go"
"Left, Left...Devil, Devil...Set Go"

2 MIN CALLS

1. DEVIL (DEBBIE)
2. DIXIE
3. CHOICE (CHERRY)
4. SAILOR (SALLY)
5. JET (JESSE)
6. DIG / DOG / DINO (BACKSIDE = BANG)
7. FRISCO (FRANCIS) (BACKSIDE = BEND)
8. TIER (TINA)
9. LOAD (LOLA) (BACKSIDE = BEND)

MOCK SITUATION

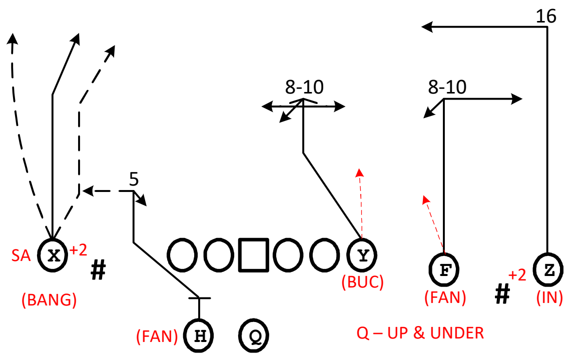
- **ALERT DOWN KILL**
- **ALERT DOWN T.O.**



- **G TRIPS RT 76 INDIGO BUC X CADDY**

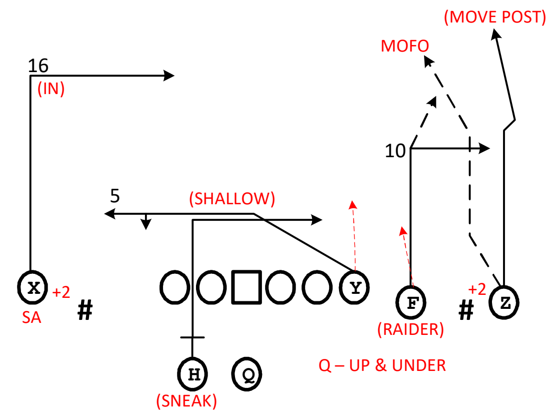
NO HUDDLE - TRIPS

1.



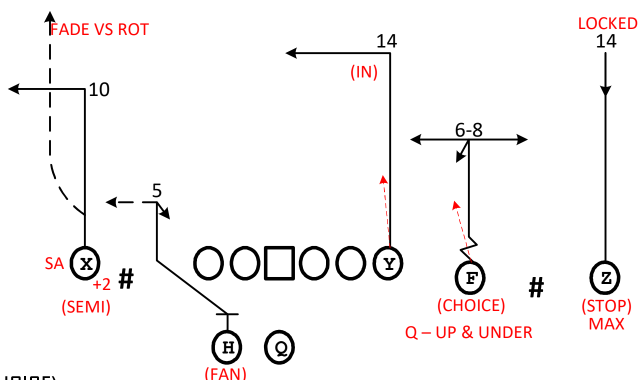
(DEVIL)

2.



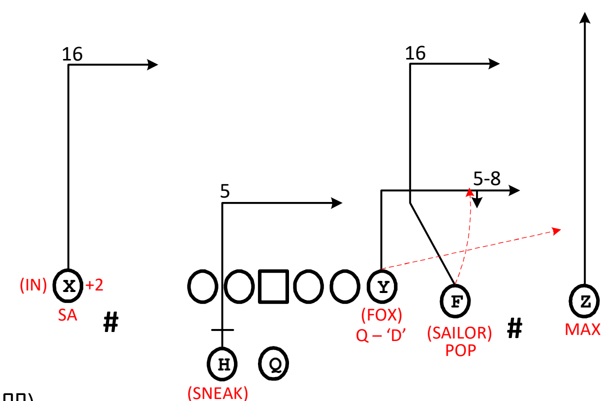
(DIXIE)

3.



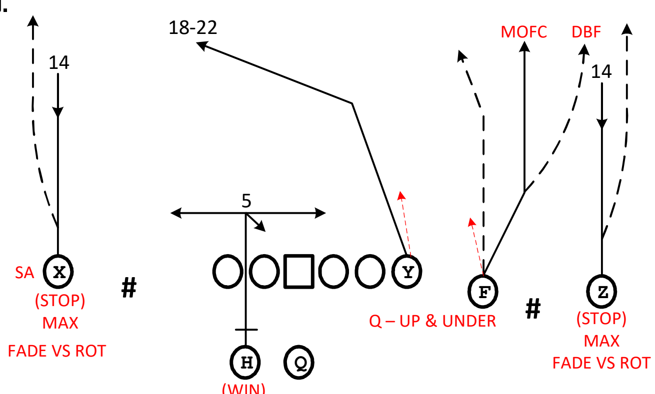
(CHOICE)

4.



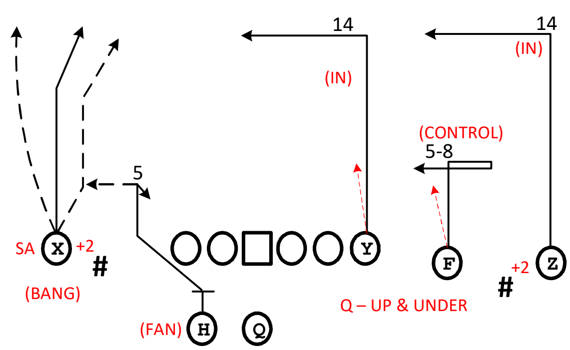
(SAILOR)

5.



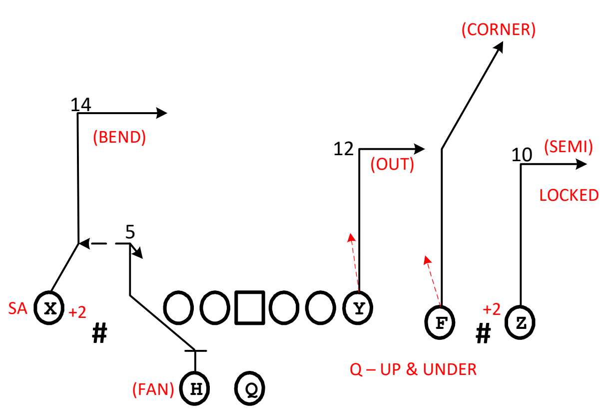
(JET)

6.



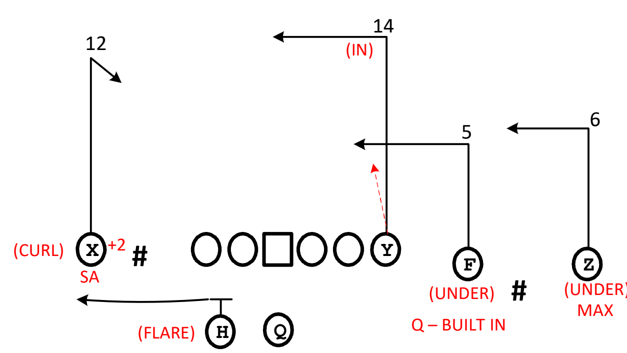
(DIG)

7.



(FRISCO)

8.

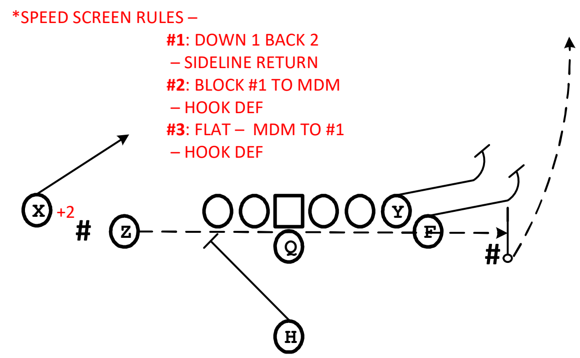


(TIER)

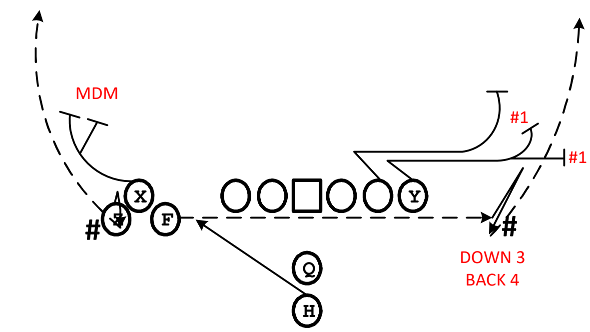
H	PER	FORM	MOV	PC	DESCRIPTION
M	R	STR RT	Z FIND	42	MIKE X SIG
M	A	FIRM RT	F FLY	45	BOB
M	A	TREY RT	Z PL	42	SAM
M	R	I RT SLOT	Z MO	42	JACKIE X SIG
M	A	I LT SLOT	Z MO	43	MIKE X SIG
M	K	TRIPS RT		43	SPRINT DRAW
M	K	DICE LT		41	DRAW
M	K	DICE LT		42	SPRINT DRAW
M	K	TRIPS RT		40	DRAW
M	K	DICE RT		43	SPRINT DRAW

QB	H	PER	FORM	MOV	PC	DESCRIPTION
1/2	L	A	FIRM RT	Z MO		SPEED SCREEN RT Z - X HOT
1/2	R	K	PIST RT BOX	F MO		BLUE TIJUANA
1/2	M	A	TREY RT	F FL	TP 4	SCR LT F
1/2	L	K	TROUBLE RT	Y PL	BL PS 5	SCR LT H - F NOW
1/2	R	K	PIST FLIP RT	F PL	F34	PIKE EXIT SCR LT X
1/2	M	K	G TRIPS RT		52	POP SCR LT H
1/2	L	K	G TROUT RT HI			EXIT SCR RT/LT
1/2	R	K	G TROUT LT			RAT
1/2	M	A	FIRM RT	F FL	K5	RIP SCR LT H
1/2	L	K	G FRED LT		53	H ANG MID SCR LT H - Z NOW
1		K	2 MIN			
2		K	2 MIN			

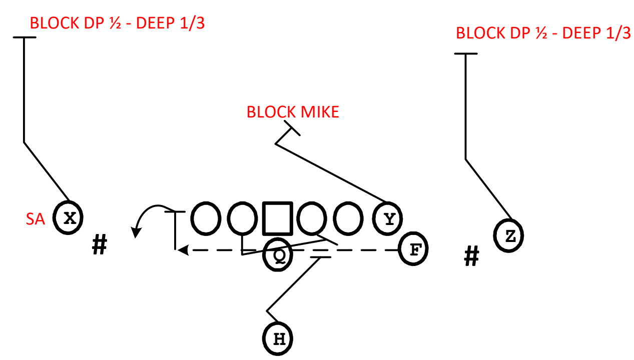
PHASE 2 – THURSDAY SCRIPT



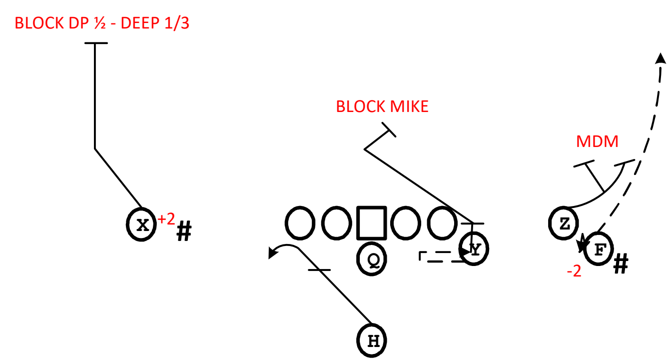
(A) FIRM RT Z MO SPEED SCREEN RT Z – X HOT



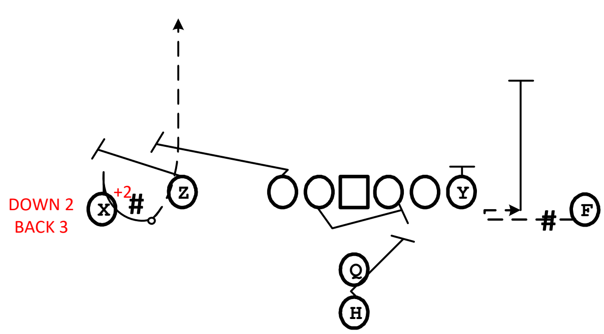
(K) PIST RT BOX F MO BLUE TIJUANA



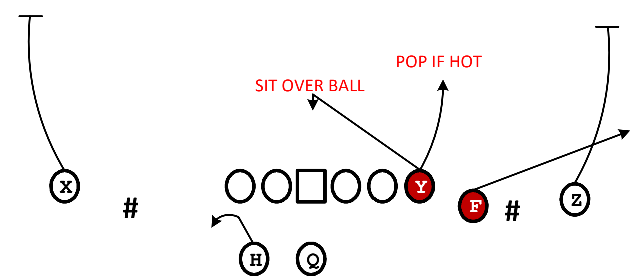
(A) TREY RT F FL TP 4 SCR LT F



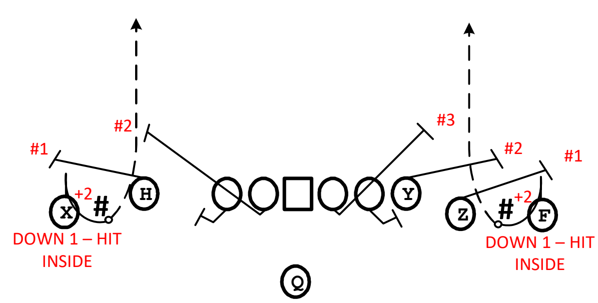
(K) TROUBLE RT Y PL BL PS 5 SCR LT H – F NOW



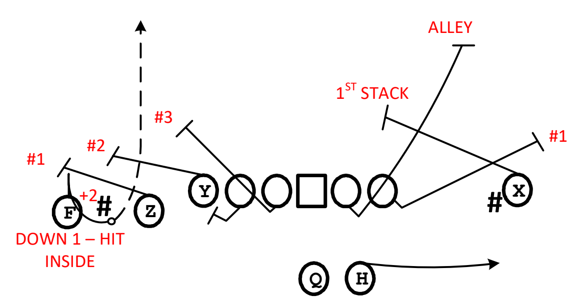
(K) PIST FLIP RT F PL 34 PIKE EXIT SCR LT X



(K) G TRIPS RT 52 POP SCR LT H

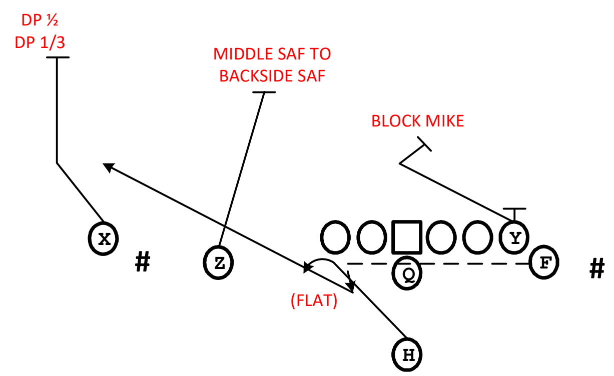


(K) G TROUT RT HI EXIT SCR RT/LT

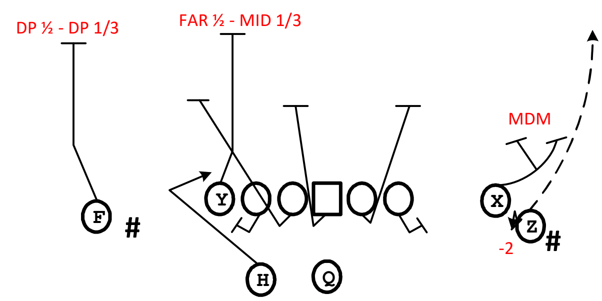


(K) G TROUT LT RAT

PHASE 2 – THURSDAY SCRIPT

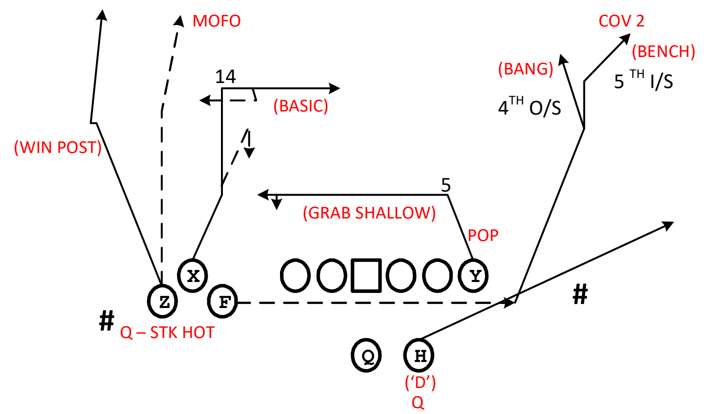


(A) FIRM RT F FL K5 RIP SCR LT H

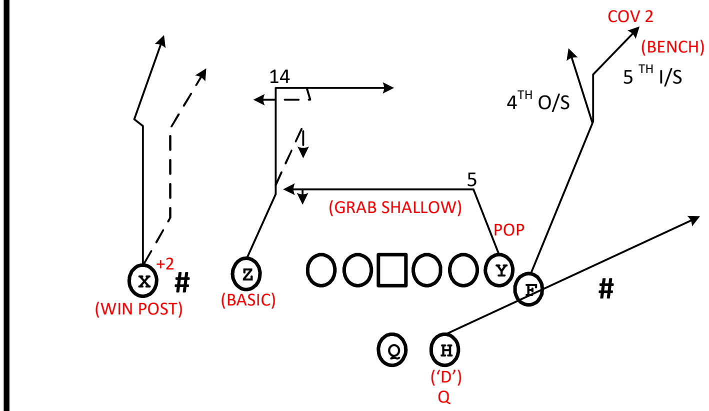


(K) G FRED LT 53 H ANG MID SCR LT H – Z NOW

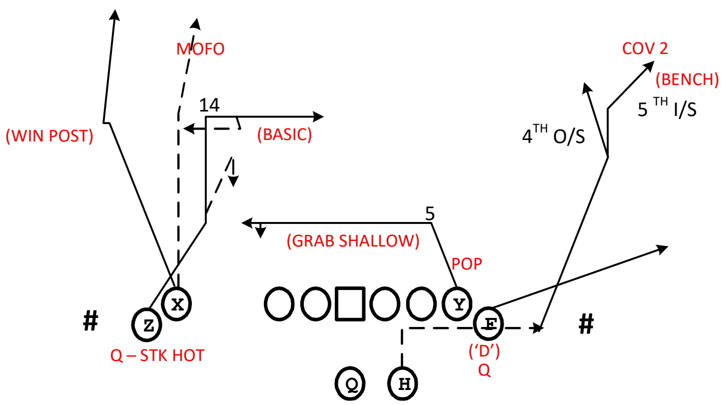
PHASE 2 – THURSDAY BLITZ SCRIPT



(K) G RT BOX F MO 52 F PUB PIN



(A) G FIRM RT 52 F PUB PIN



(K) G FAX RT H MO 52 H PUB X PIN

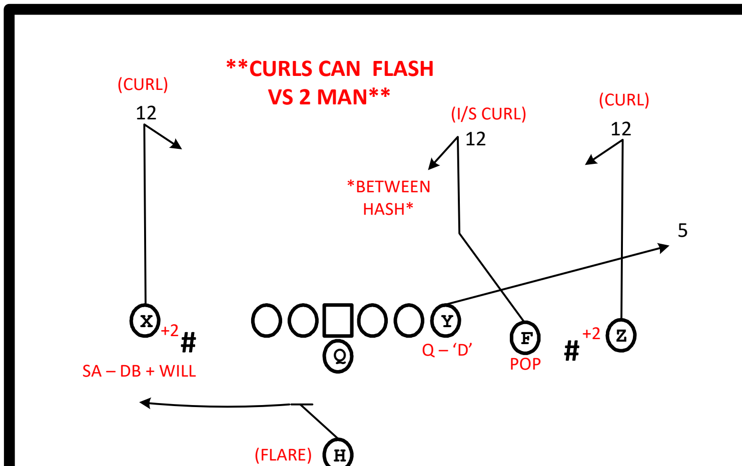
PERIOD #2: RUN FITS - 5/9/16

#	YD	D	D	QB	H	PER	FORM	MOV	PC	DESCRIPTION
1		1	10		M	A	BUNCH RT	F PL	35	PART
2		1	10		M	R	STR RT SLOT	Z MO	36	POWER
3		1	10		M	A	EXPL TREY RT	Z PL	22	DBL
4		1	10		M	C	TITE DBL RT	F MO	34/35	PART BOSS
5		1	10		M	K	PIST RT BOX	F MO	34	PIKE
6		1	10		M	K	F BUNCH LT		T 39	TRUCK
7		1	10		M	A	FAX LT	Z MO	37	POWER
8		1	10		M	A	PIST BUNCH LT		23	DBL X SIG
9		1	10		M	K	TROUT LT	F PL	35	PIKE
10		1	10		M	T	WK RT CL	Z PL	35	PART BOSS

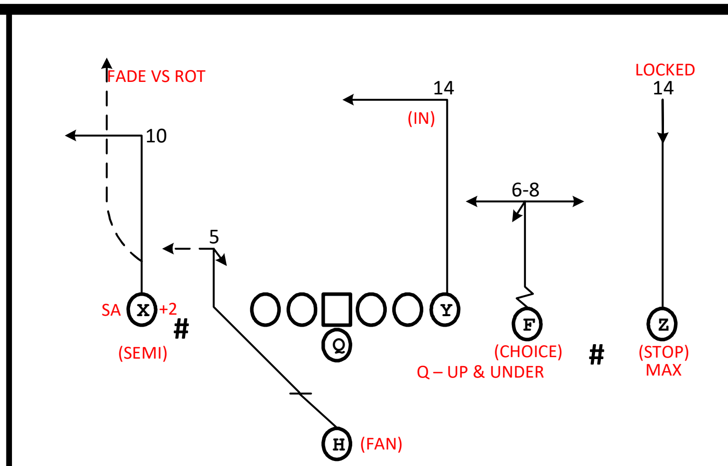
PERIOD #3: BLITZ 5/9/16

#	YD	D	D	QB	H	PER	FORM	MOV	PC	DESCRIPTION
1		1	10	1	M	K	PIST TRIPS RT		62	CURL
2		1	10	2	M	K	TRIPS RT		62	CHERRY
3		1	10	1	M	K	TRIPS RT		62	DOG
4		1	10	2	M	K	TRIPS RT		62	HEIDI
5		1	10	1	M	K	TRIPS LT		63	CURL
6		1	10	2	M	K	PIST TRIPS LT		63	CHERRY
7		1	10	1	M	K	TRIPS LT		63	DOG
8		1	10	2	M	K	TRIPS LT		63	HEIDI
9		1	10	1	M	K	G F BUNCH RT		66	CONNIE
10		1	10	2	M	K	G F BUNCH RT		66	CHERRY
11		1	10	1	M	K	G F BUNCH RT		66	SHELLY
12		1	10	2	M	K	G F BUNCH LT		67	CONNIE
13		1	10	1	M	K	G F BUNCH LT		67	CHERRY
14		1	10	2	M	K	G F BUNCH LT		67	SHELLY
15		1	10	1	M	K	G TRIPS RT		66	DOG / DRIVE / GO / BENCH
16		1	10	2	M	K	G TROUT LT		67	DOG / DRIVE / GO / BENCH
17		1	10	1	L	A	EXPL - TREY RT	F FLY	TP 5	SEAM
18		1	10	2	R	R	WK LT	Y PL	TP 4	SEAM
19		1	10	1	M	K	DICE RT		TP 5	X PYLON Z CROSS
20		1	10	2	M	K	F BUNCH LT		TP 4	X RAY Z POST
21		1	10	1	L	C	WK LT CL	F MO	TP 5	ROLL RT F HIDE
22		1	10	2	R	A	FIT DEUCE RT	Z FLY	TP 4	ROLL LT BOWOUT
23		1	10	1	R	A	EXPL - STR LT	Z PL	83	BENCH
24		1	10	2	M	K	PIST TRIPS RT	F PL	62	F CHOICE
25		1	10	1	L	R	PIST STR RT STK	Z MO	62	SEMI F ANGLE
26		1	1	2	R	A	WK LT SQ	Y FLY	62	CURL SINK

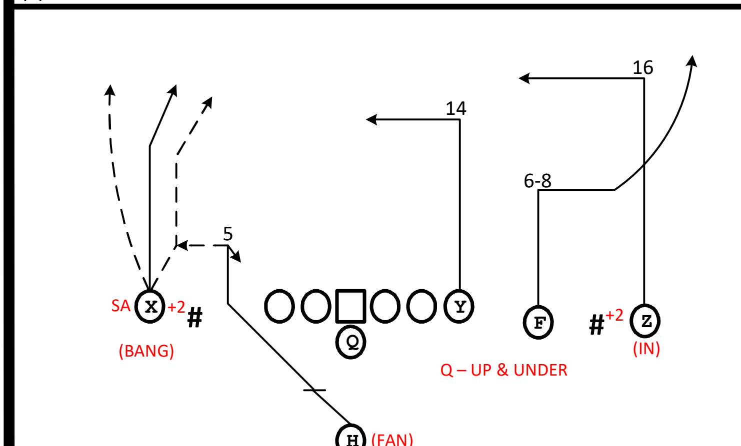
PHASE 2 – MONDAY BLITZ SCRIPT (5/9/16)



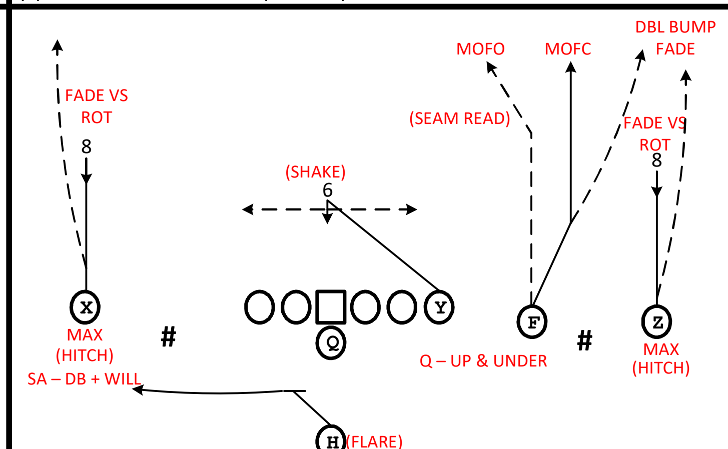
(K) TRIPS RT 62 CURL



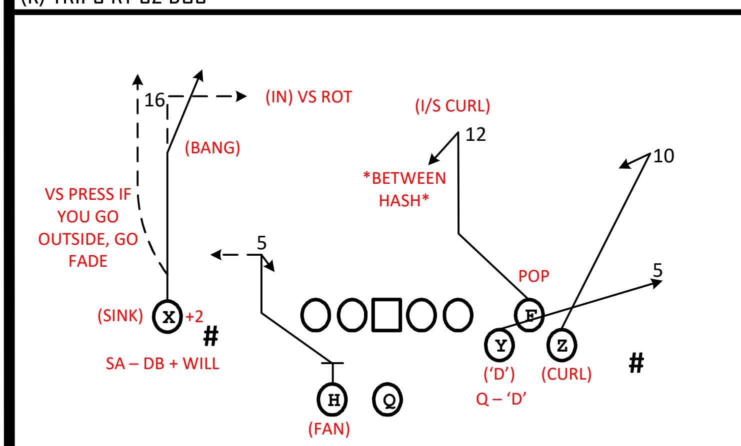
(K) TRIPS RT 62 F CHOICE (CHERRY)



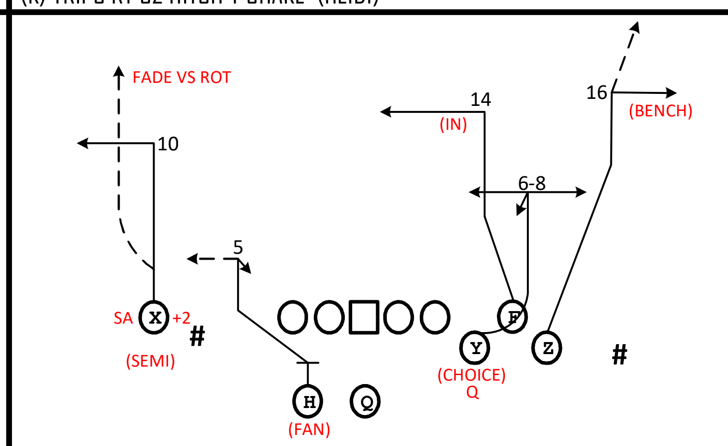
(K) TRIPS RT 62 DOG



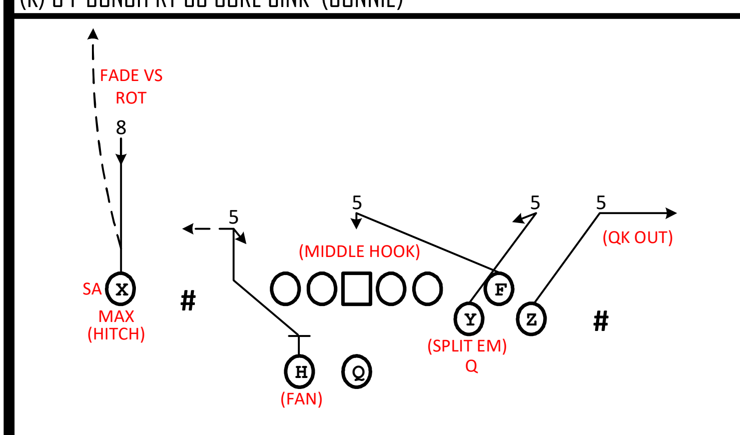
(K) TRIPS RT 62 HITCH Y SHAKE (HEIDI)



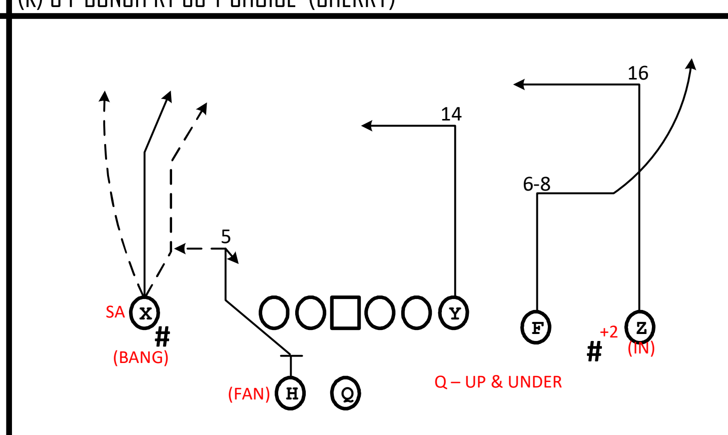
(K) G F BUNCH RT 66 CURL SINK (CONNIE)



(K) G F BUNCH RT 66 Y CHOICE (CHERRY)

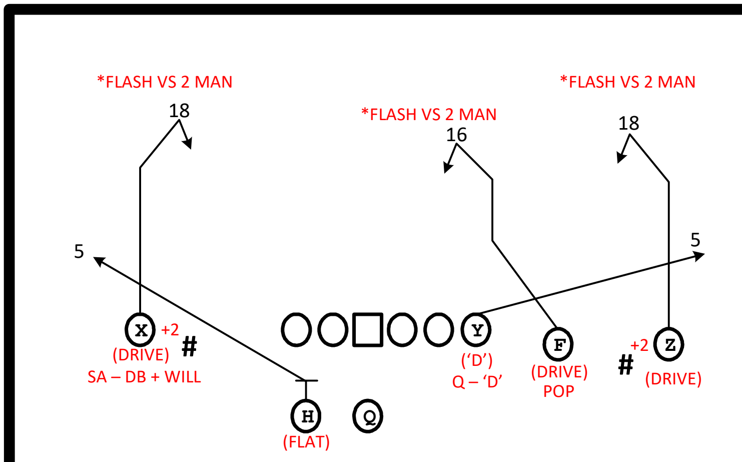


(K) G F BUNCH RT 66 SPLIT EM X HITCH (SHELLY)

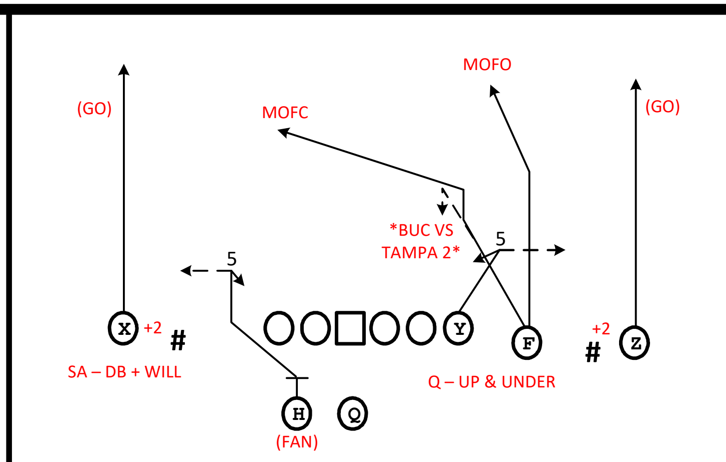


(K) G TRIPS RT 66 DOG

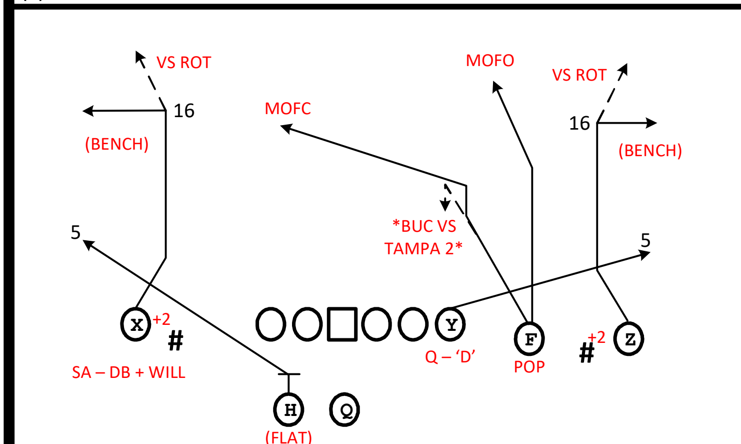
PHASE 2 – MONDAY BLITZ SCRIPT (5/9/16)



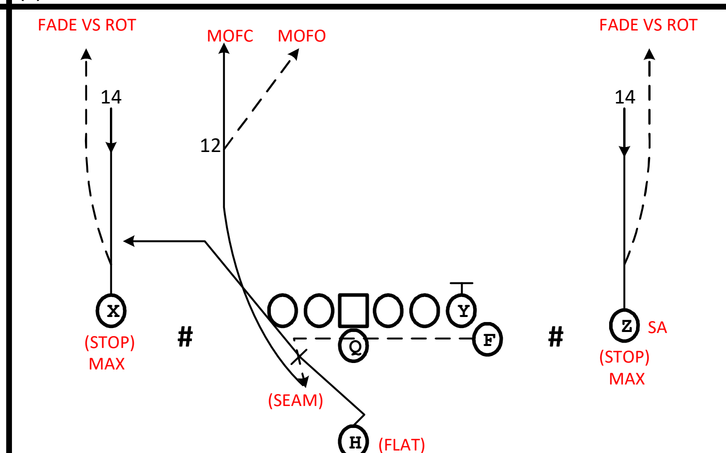
(K) G TRIPS RT 66 DRIVE



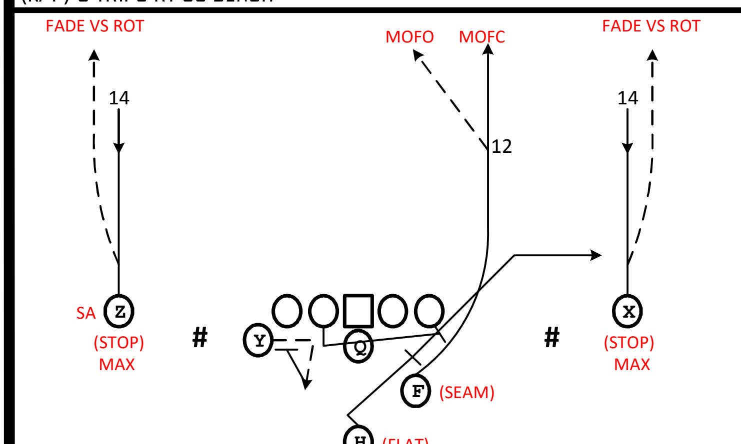
(K) G TRIPS RT 66 GO



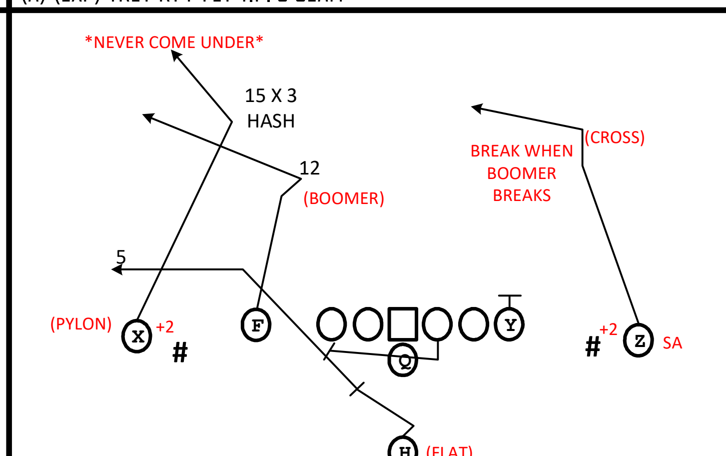
(K/P) G TRIPS RT 66 BENCH



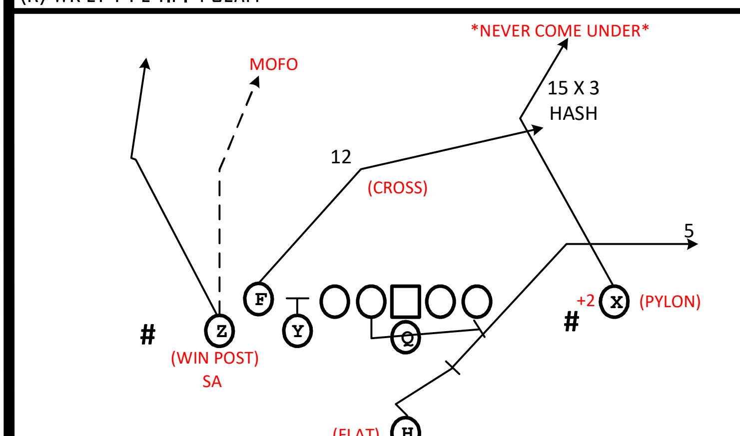
(A) (EXP) TREY RT F FLY T.P. 5 SEAM



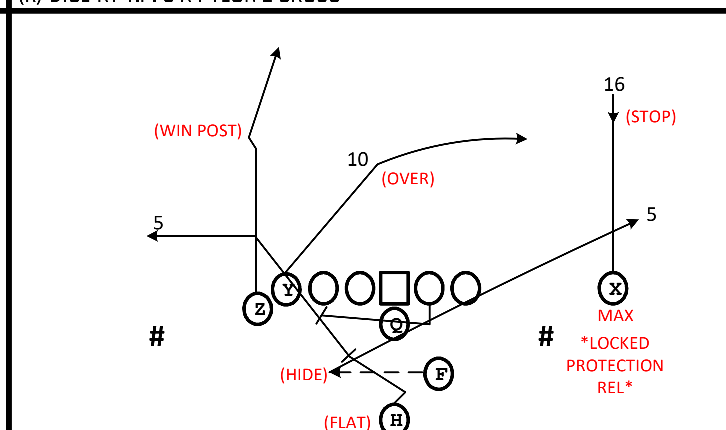
(R) WK LT Y PL T.P. 4 SEAM



(K) DICE RT T.P. 5 X PYLON Z CROSS

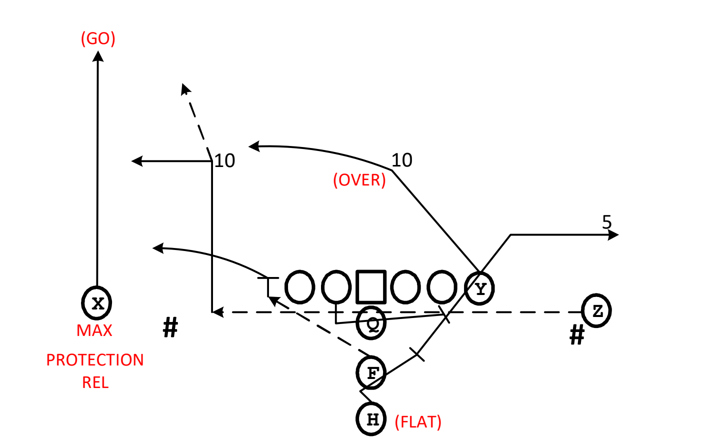


(K) F BUNCH LT T.P. 4 X RAY Z POST

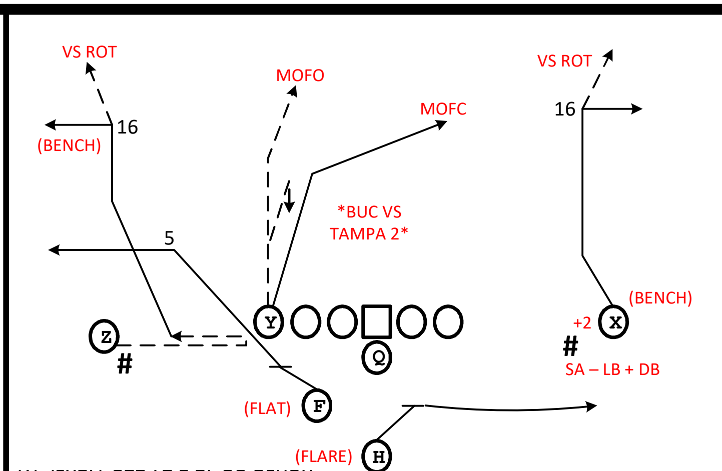


(C) WK LT CL F MO T.P. 5 ROLL RT F HIDE

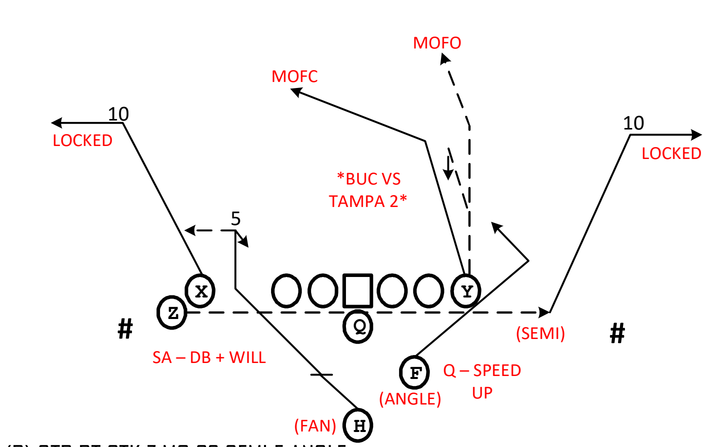
PHASE 2 – MONDAY BLITZ SCRIPT (5/9/16)



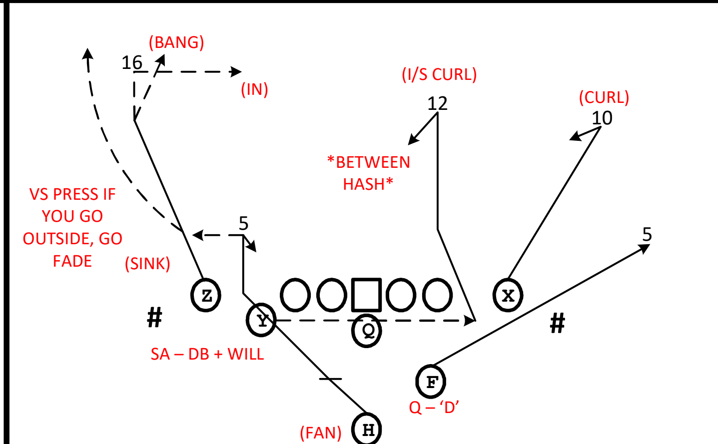
(A) (FIT) DEUCE RT Z FLY T.P. 4 ROLL LT BOWOUT



(A) (EXPL) STR LT Z PL 83 BENCH



(R) STR RT STK Z MO 62 SEMI F ANGLE



(A) WK LT SQ Y FLY 62 CURL SINK

2 MINUTE PROCEDURE

We will Alert "O" on the sideline in 2 Minute. We will not huddle until the QB tells "O" – Huddle Up.

Formation: G Trips RT / LT
-X / Z stay on your side
-Y / F switch to the call

Protection: 66 / 67 – 76 / 77 – 52 / 53

Routes: Code words

Snap Count: We will use "Go" or "Silent 1"
- The RB must tell the OL which side you are on (Ex: Backs LT)

Ex: "Right, Right...Jet, Jet...Set Go"
"Left, Left...Devil, Devil...Set Go"

2 MIN CALLS

1. DOG
2. DIXIE
3. CHOICE (CHERRY)
4. SAILOR (SALLY)
5. JET (JESSE)
6. DIG
7. FRISCO (FRANCIS)
8. TIER (TINA)

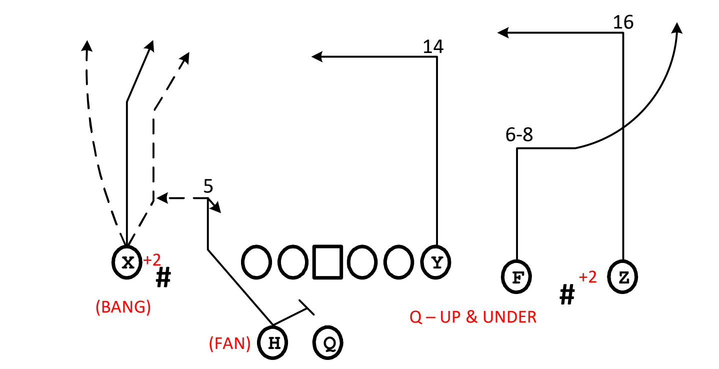
PERIOD #2: 2 MIN / RUN FITS - 5/10/16

#	YD	D	D	QB	H	PER	FORM	MOV	PC	DESCRIPTION
1		1	10		M	C	PIST TREY RT CL	Z PL	26	ZONE Z WRAP
2		1	10		M	R	BOMB STR RT STK	Z CUT	26	SAFETY
3		1	10		M	K	PIST FRED RT	F PL	25	BLUNT X NOW
4		1	10		M	A	BOMB FIRM RT	F FLY	POP 27	STRETCH
5		1	10		M	K	BUG DICE RT	X SH	T 39	TAXI
6		1	10		M	R	STR RT	Z PL	26	SLASH F WRAP
7		1	10		M	K	DICE LT	ZIP	27	SLASH
8		1	10		M	A	BUG WK LT	Z PL	26	STRETCH
9		1	10		M	K	PIST TROUT LT	F SH	24	BLUNT F NOW
10		1	10		M	C	WK LT CL		27	ZONE

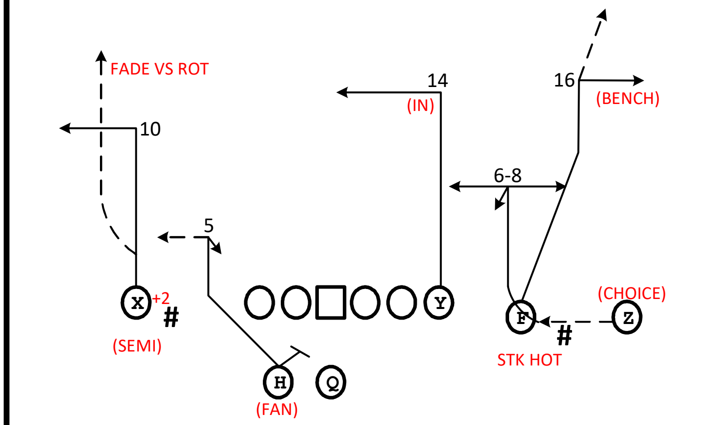
PERIOD #3: BLITZ- 5/10/16

#	YD	D	D	QB	H	PER	FORM	MOV	PC	DESCRIPTION
1		1	10	1	L	K	G TRIPS RT		76	DOG
2		1	10	2	L	K	G TRIPS RT	Z SH	76	Z CHOICE
3		1	10	1	L	K	G TRIPS RT	Z SH	76	Z CURL SINK
4		1	10	2	R	K	G TROUT LT		77	DOG
5		1	10	1	R	K	G TROUT LT	F SH	77	F CHOICE
6		1	10	2	R	K	G TROUT LT	F SH	77	POISIN Y SHALLOW
7		1	10	1	M	K	G DICE RT		74	HUNT SEAM
8		1	10	2	M	K	G DICE RT		74	BOWOUT CHIN
9		1	10	1	M	K	G DICE RT		74	Z DRAG PIN
10		1	10	2	L	K	G DICE RT		77	SEAM HUNT
11		1	10	1	L	K	G DICE RT		77	CHIN BOWOUT
12		1	10	2	L	K	G DICE RT		77	PIN Z DRAG
13		1	10	1	R	F	G DUKE LT		75	DBL OUT CHIN
14		1	10	2	R	F	G DUKE LT		75	Z DRAG PIN
15		1	10	1	R	F	G DUKE LT		75	Z DBL OUT X UNDER
16		1	10	2	M	F	G DICE RT		76	Z UNDER CHARLEY
17		1	10	1	M	F	G DICE RT		76	PIN X DRAG
18		1	10	2	M	A	G DICE RT		76	CHIN BOWOUT
19		1	10	1	L	P	FLIP LT			63 SLANT COMBO / 75 SLUGGO SEAM
20		1	10	2	R	K	DICE RT			62 SLANT COMBO / 74 SLUGGO SEAM
21		1	10	1	R	A	FAX RT		74	F LEVEL DBL POST / OKIE
22		1	10	2	R	A	FIRM RT		74	F DRAG PIN / F LEVEL DBL OUT
23		1	10	1	M	A	WK RT SLOT	F MO		62 SLANT COMBO / 74 CHARLEY X UNDER
24		1	10	2	L	P	TRIPS RT	Z SH	74	F RAIDER Z LEVEL

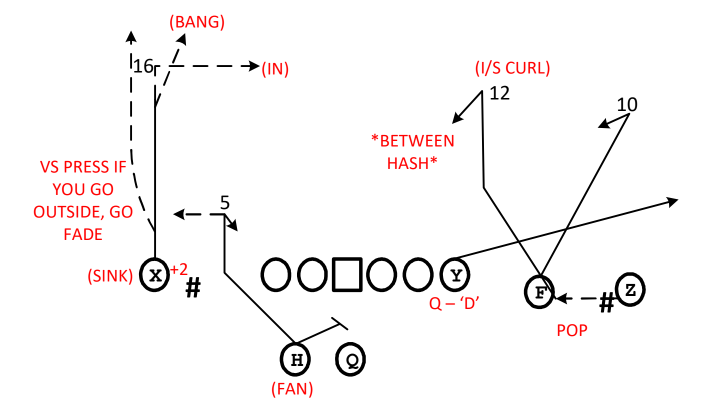
PHASE 2 – TUESDAY BLITZ SCRIPT (5/10/16)



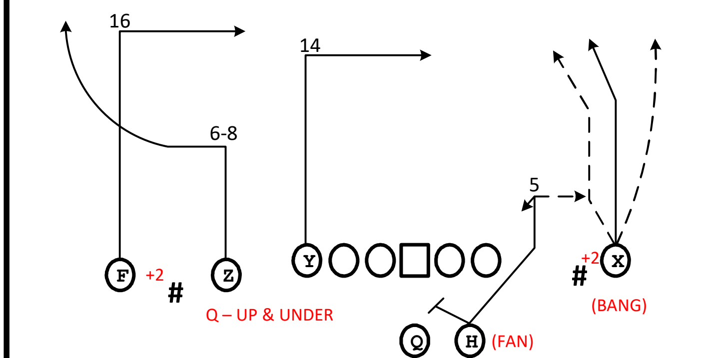
(K) G TRIPS RT 76 DOG



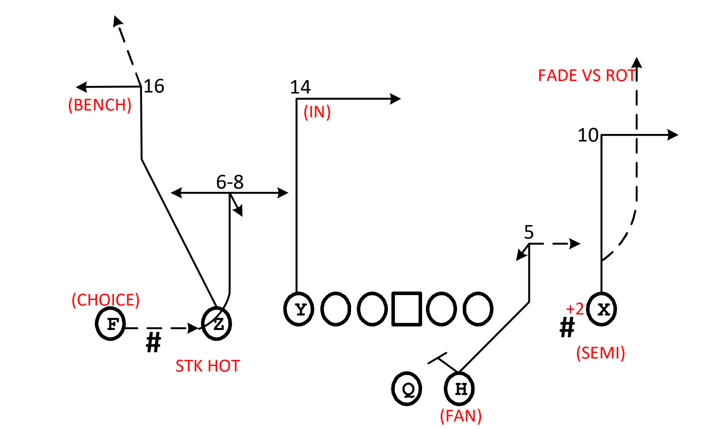
(K) G TRIPS RT Z SH 76 Z CHOICE



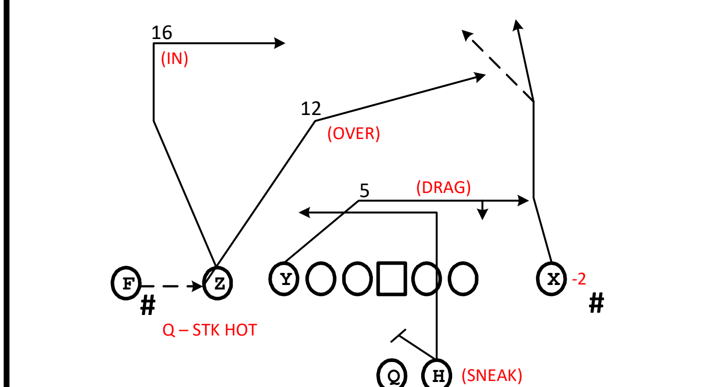
(K) G TRIPS RT Z SH 76 LK Z CURL SINK



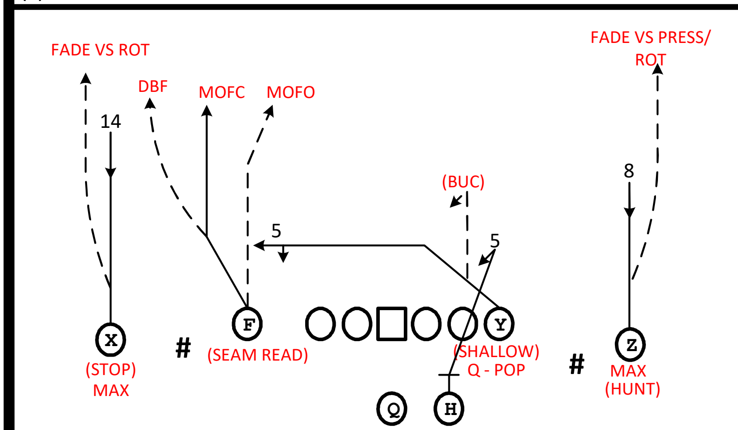
(K) G TROUT LT 77 DOG



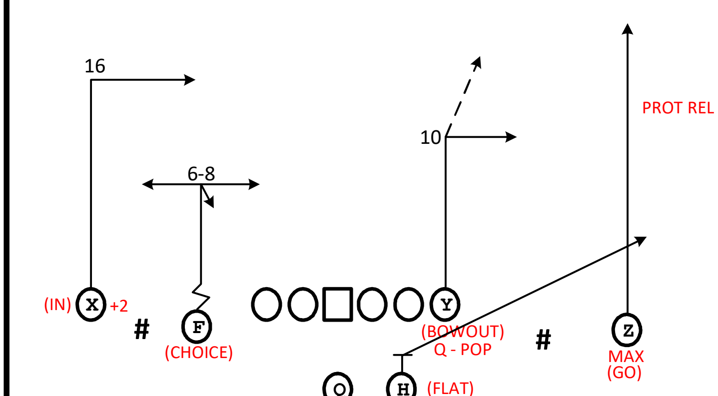
(K) G TROUT LT F SH 77 F CHOICE



(K) G TROUT LT F SH 77 POISIN Y SHALLOW

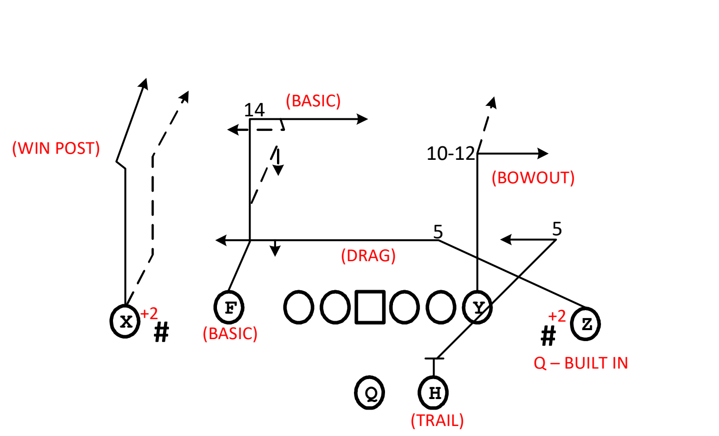


(K) G DICE RT 74 HUNT SEAM

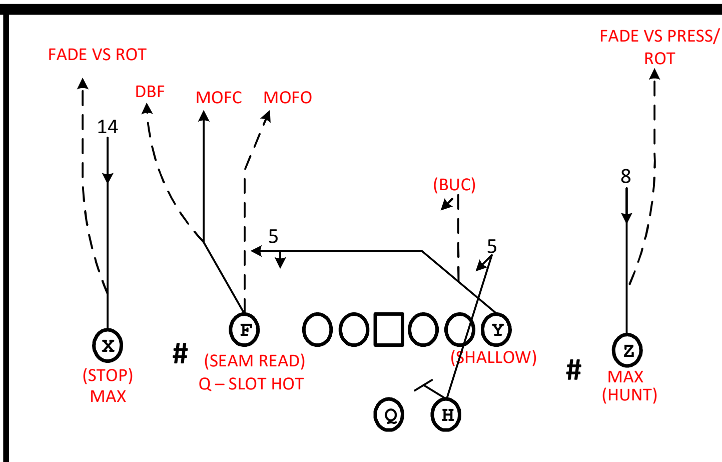


(K) G DICE RT 74 BOWOUT CHIN

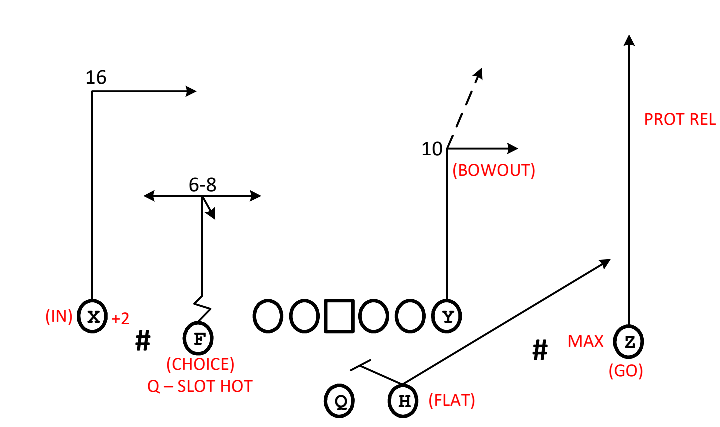
PHASE 2 – TUESDAY BLITZ SCRIPT (5/10/16)



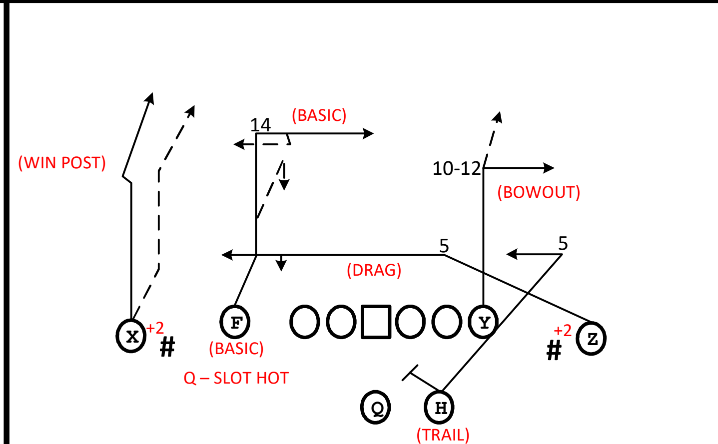
(K) G DICE RT 74 Z DRAG PIN



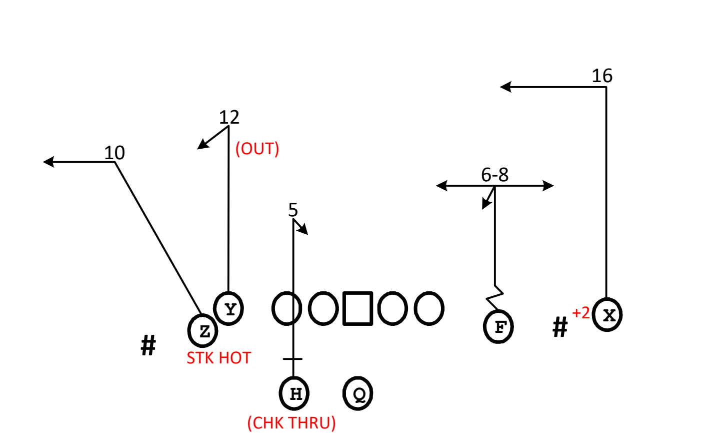
(K) G DICE RT 77 SEAM HUNT



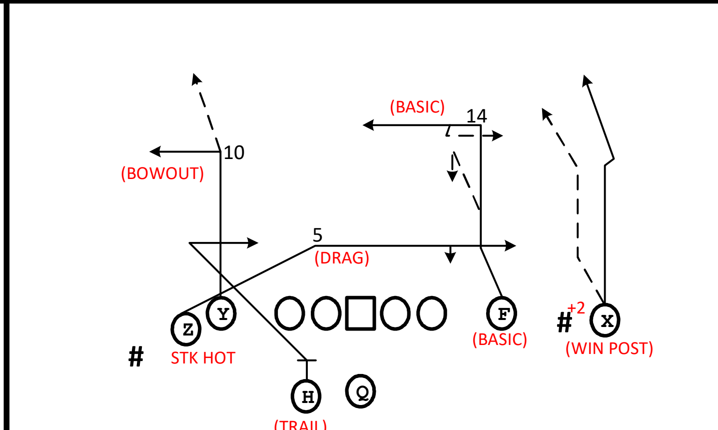
(K) G DICE RT 77 CHIN BOWOUT



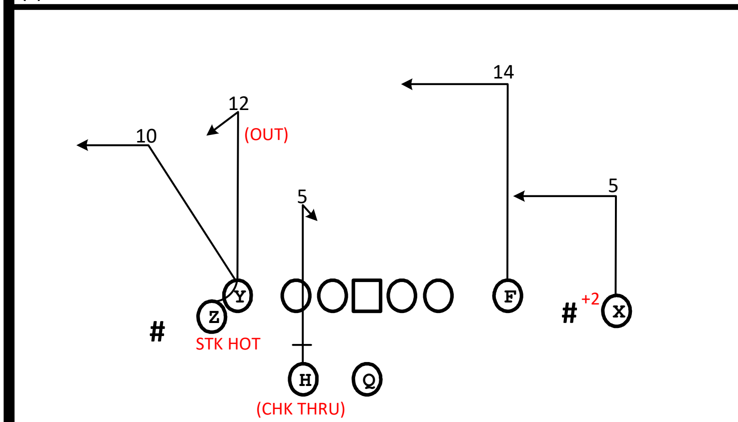
(K) G DICE RT 77 PIN Z DRAG



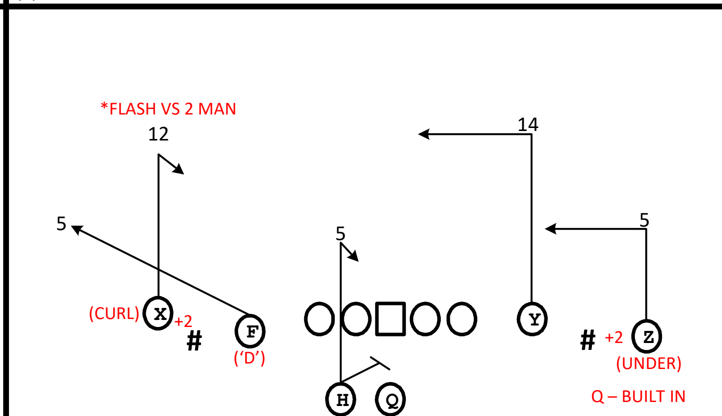
(F) G DUKE LT 75 DBL OUT CHIN



(F) G DUKE LT 75 Z DRAG PIN

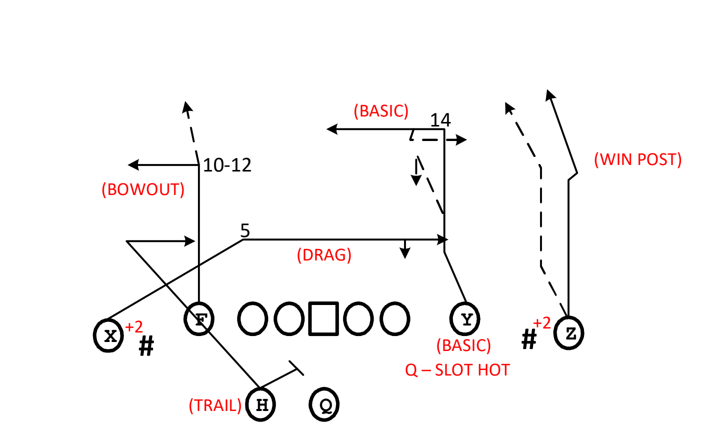


(F) G DUKE LT 75 Z DBL OUT X UNDER

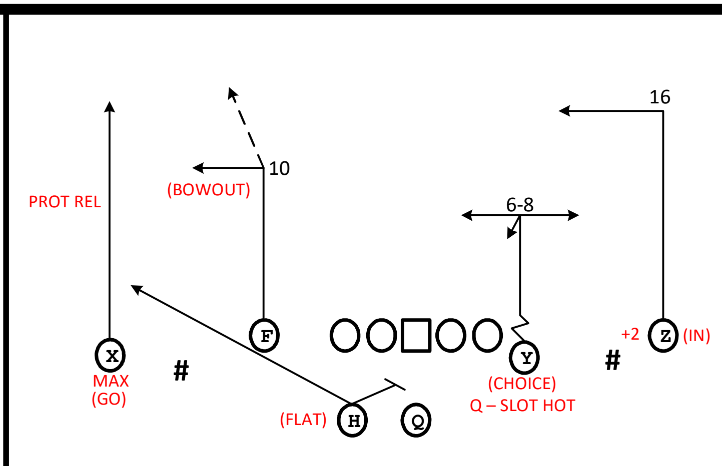


(F) G DICE RT 76 Z UNDER CHARLEY

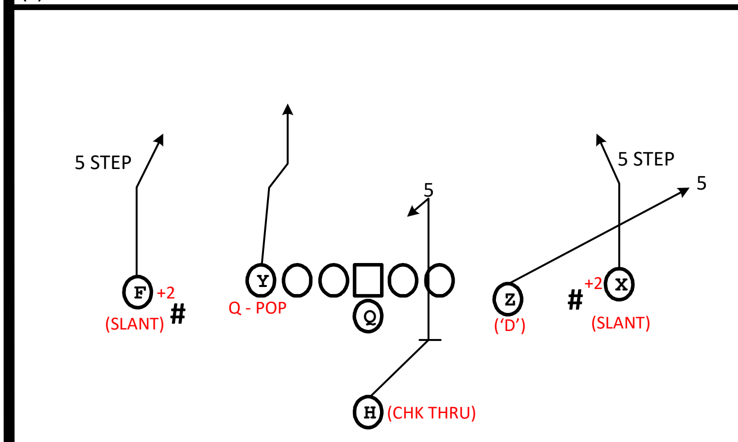
PHASE 2 – TUESDAY BLITZ SCRIPT (5/10/16)



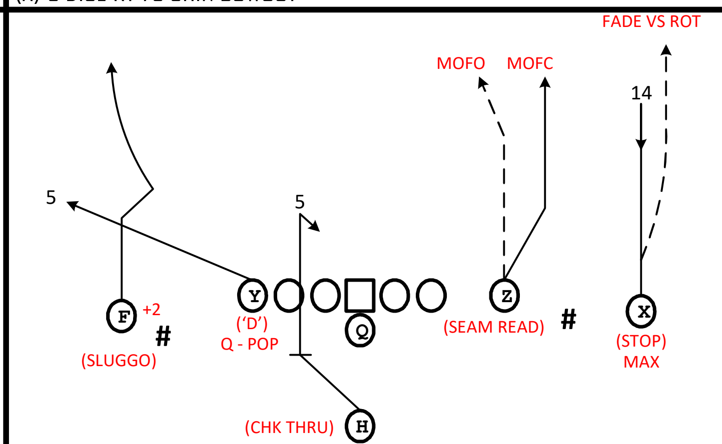
(F) G DICE RT 76 PIN X DRAG



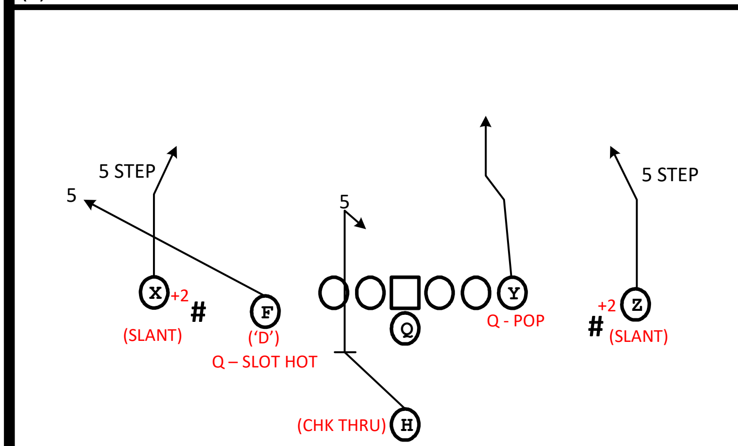
(A) G DICE RT 76 CHIN BOWOUT



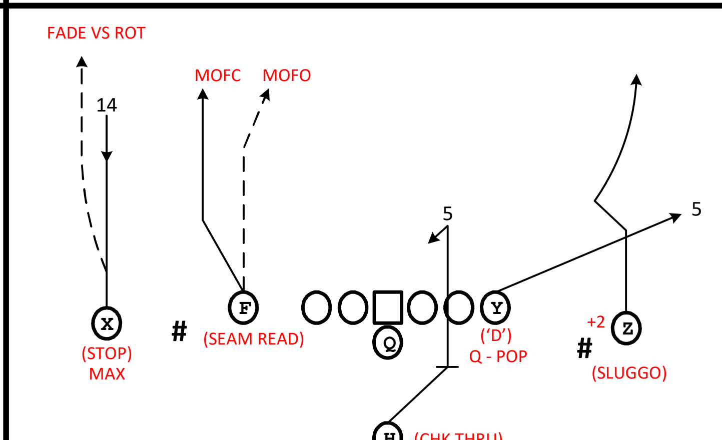
(P) FLIP LT 63 SLANT COMBO



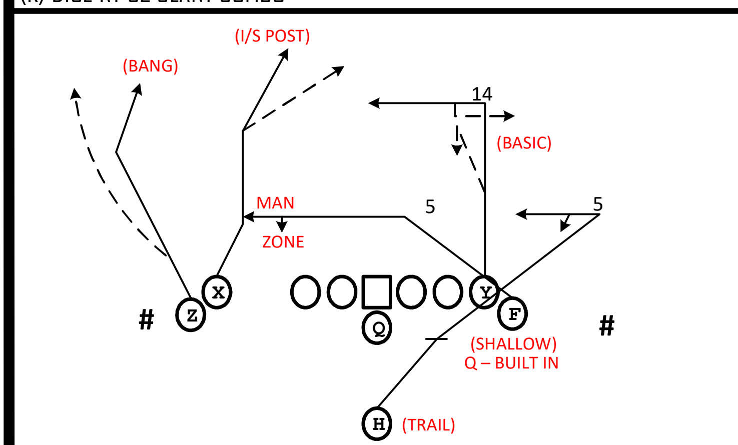
(P) FLIP LT 75 SLUGGO SEAM



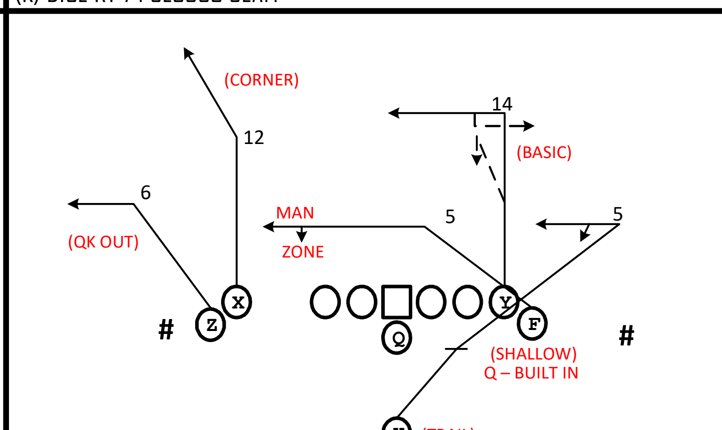
(K) DICE RT 62 SLANT COMBO



(K) DICE RT 74 SLUGGO SEAM

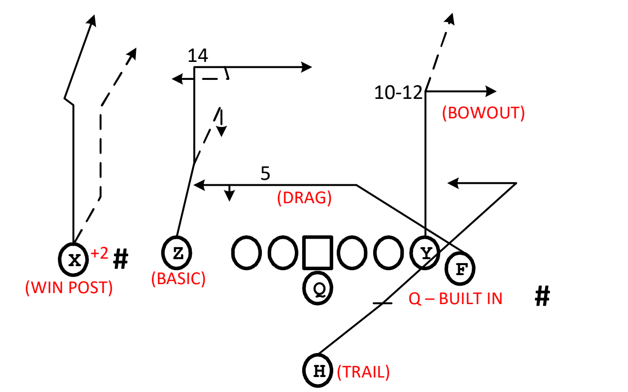


(A) FAX RT 74 F LEVEL DBL POST

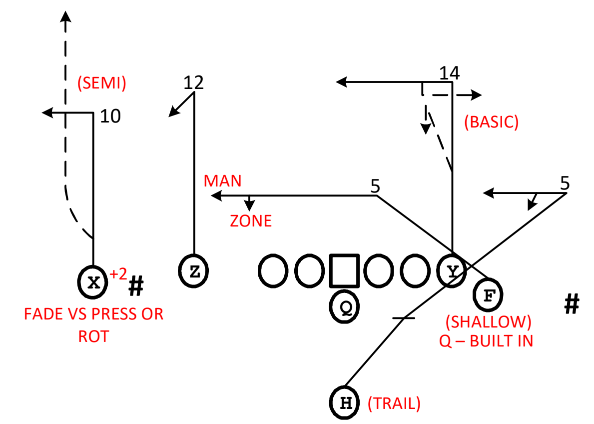


(A) FAX RT 74 F LEVEL OKIE

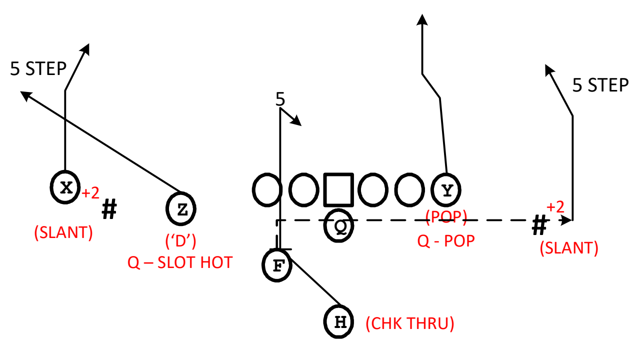
PHASE 2 – TUESDAY BLITZ SCRIPT (5/10/16)



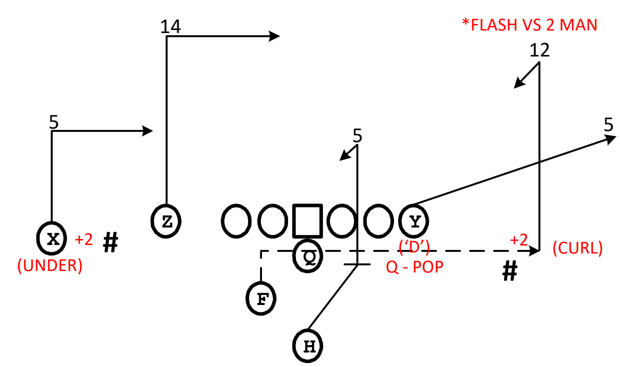
(A) FIRM RT 74 F DRAG PIN



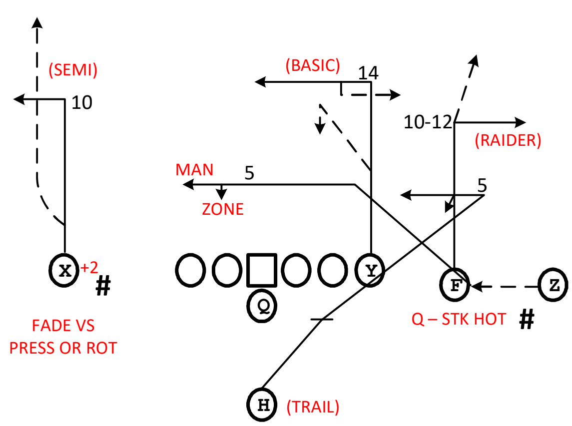
(A) FIRM RT 74 F LEVEL DBL OUT



(A) WK RT SLOT F MO 62 SLANT COMBO



(A) WK RT SLOT F MO 74 CHARLEY X UNDER

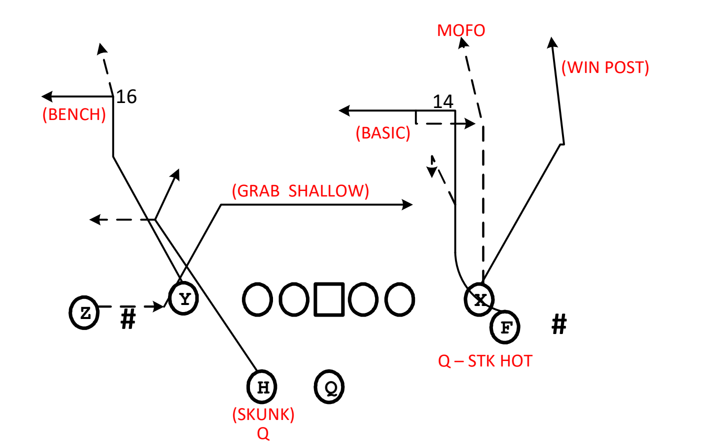


(P) TRIPS RT Z SH 74 F RAIDER Z LEVEL

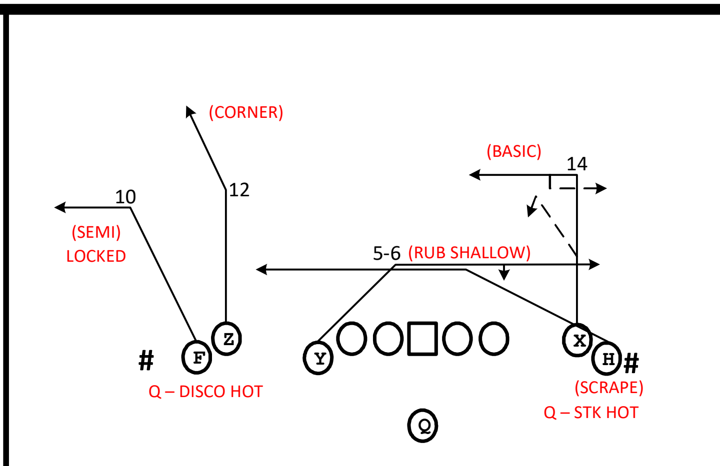
PERIOD #2: TEAM RED ZONE - 5/11/16

#	YD	D	D	QB	H	PER	FORM	MOV	PC	DESCRIPTION
1	+19	1	10	1	L	F	G DBL LT	Z SH	53	H SKUNK X PIN
2	+14	3	8	1	R	K	G TROUBLE LT HEX		53	SMURF H SCRAPE
3	+8	1	8	1	M	C	TITE STR RT CRK	H FLY	52	YOKE X SHALLOW
4	+6	3	6	1	L	K	G DICE RT O.S.		52	SNATCH
5	+4	1	4	1	R	A	BUNCH RT		62	CHASE (GO)
6	+19	1	10	2	M	A	G BUNCH RT HEX		52	Z LEVEL FOX
7	+13	3	6	2	L	K	G F BUNCH RT		66	PIN X RED POST
8	+9	1	9	2	R	R	STR LT SLOT	Z MO	63	X RED DRAGON
9	+7	3	7	2	M	K	G DUO LT		75	Z LEVEL OKIE
10	+5	1	5	2	L	K	G EMPTY RT HEX		52	SCORE
11	+18	1	10	1	R	K	G DICE RT		74	Z LEVEL TOP (HARD)
12	+12	3	4	1	M	K	G TROUBLE LT	Y PL	76 HOT	X PIC PIN
13	+9	1	9	1	L	A	TREY RT	Z PL	62	F WHEEL X SHAVE
14	+7	3	7	1	R	F	G DBL LT O.S.		53	Y TIER CHOP
15	+4	1	4	1	M	K	G TRIPS RT		66	OUTLAW
16	+19	1	10	2	L	A	FIRM LT		81	RED INDY POST (GO)
17	+14	3	6	2	R	K	G TROUBLE LT HEX		53	SMURF H SCRAPE
18	+11	1	10	2	M	R	BUNCH RT		62	F WHEEL X SHAVE
19	+9	3	9	2	L	F	G EMPTY RT HEX		52	TACO CHOP
20	+7	1	7	2	R	A	TREY LT SQ	H FLY	53	YOKE X SHALLOW
21	+5	3	5	2	M	K	G TROUBLE RT		66	STOKE H WIN
22	+18	1	10	1	L	P	STR LT STK		63	PAIL Z LEVEL
23	+16	3	7	1	R	K	G RT TEX		67	JET
24	+12	1	10	1	M	A	FAX LT	Z MO	62	X DRAGON
25	+7	3	7	1	L	K	G DUO LT		75	Z LEVEL OKIE (HARD)
26	+6	1	6	1	R	A	FIRM LT	Z MO	63	Z PIVOT X HOT
27	+4	3	4	1	M	K	G TROUT RT		66	OUTLAW

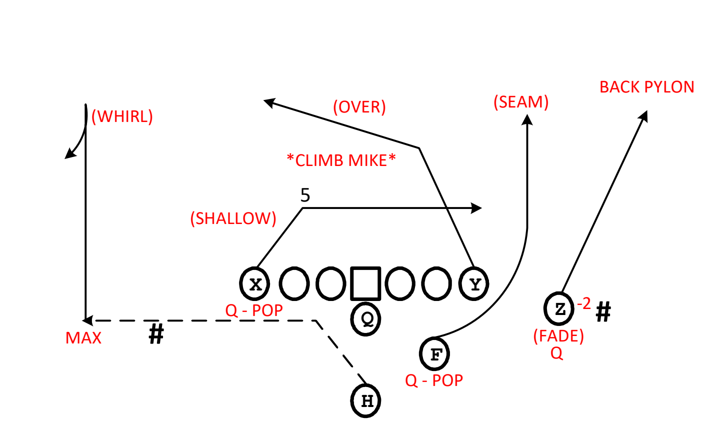
PHASE 2 – WEDNESDAY REDZONE SCRIPT (5/11/16)



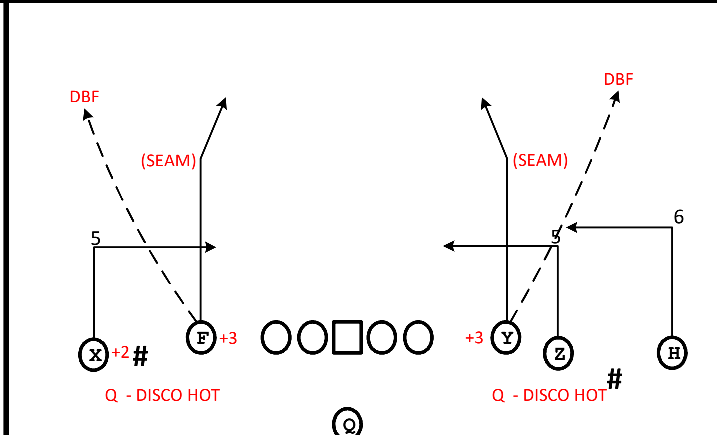
(F) G DBL LT Z SH 53 H SKUNK X PIN



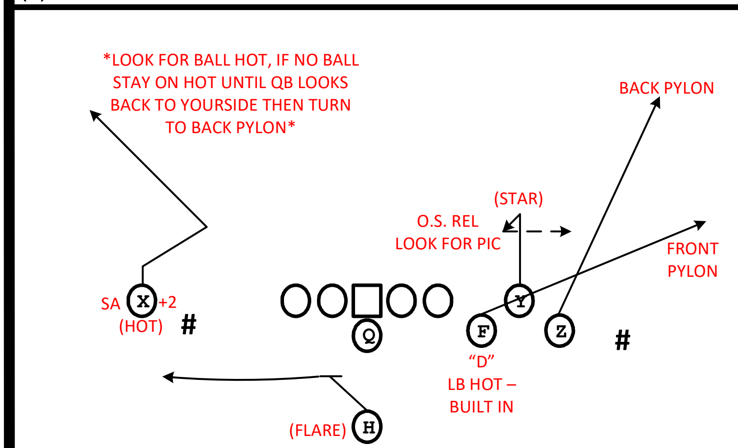
(K) G TROUBLE LT HEX 53 SMURF H SCRAPE



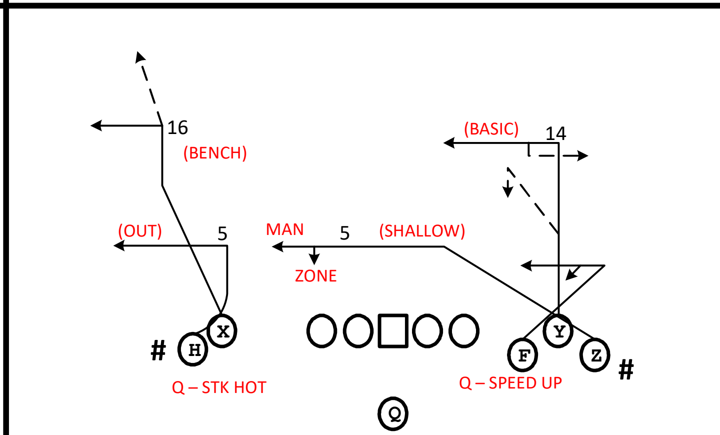
(C) TITE STR RT CRK H FL 52 YOKE X SHALLOW



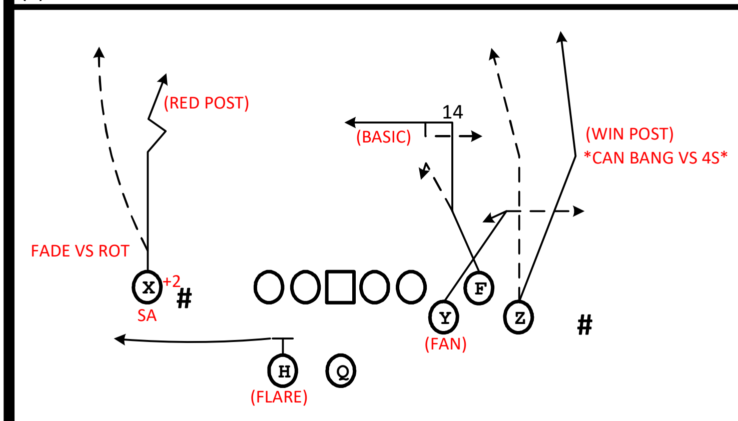
(K) G DICE RT O.S. 52 SNATCH



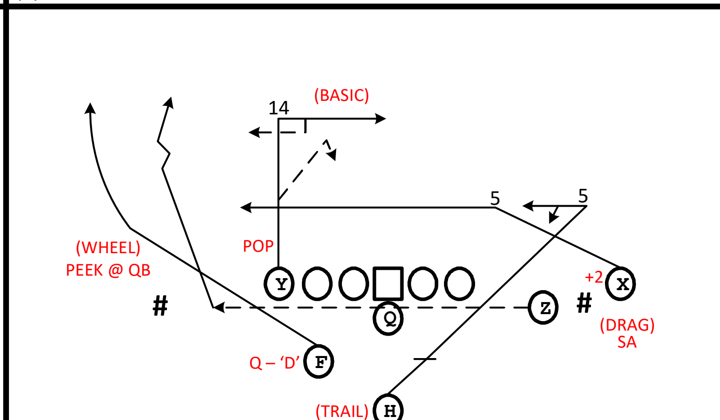
(A) BUNCH RT 62 CHASE



(A) G BUNCH RT HEX 52 Z LEVEL FOX

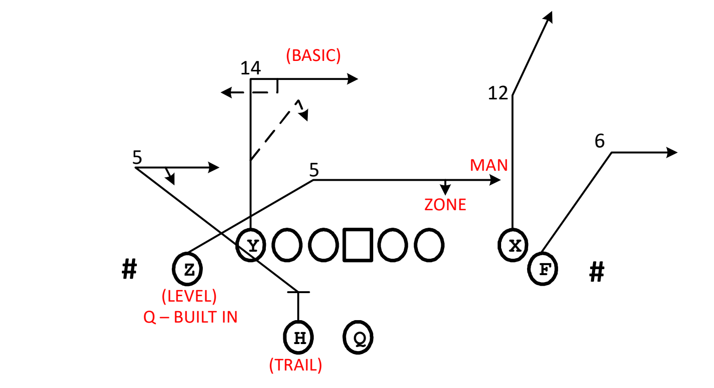


(K) G F BUNCH RT 66 PIN X RED POST

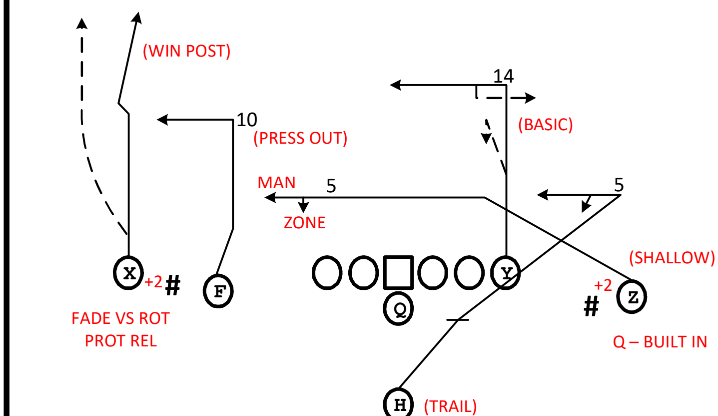


(A) STR LT SLOT Z MO 63 X RED DRAGON

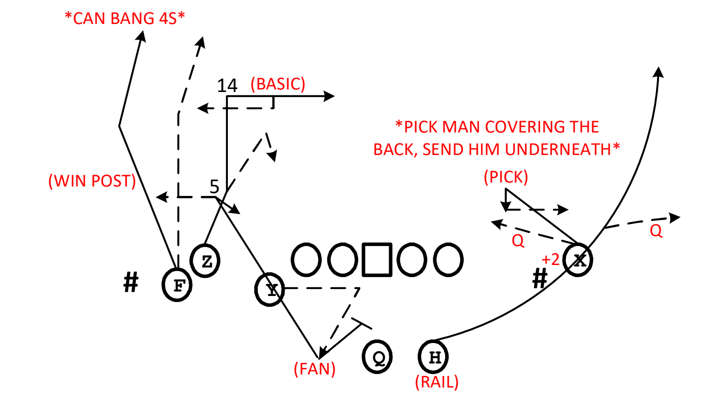
PHASE 2 – WEDNESDAY REDZONE SCRIPT (5/11/16)



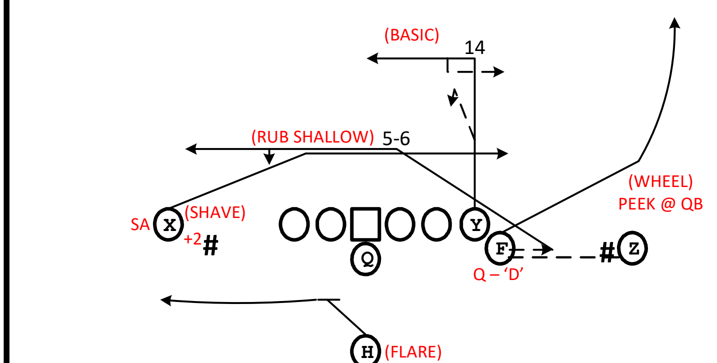
(K) G DUO LT 75 Z LEVEL OKIE



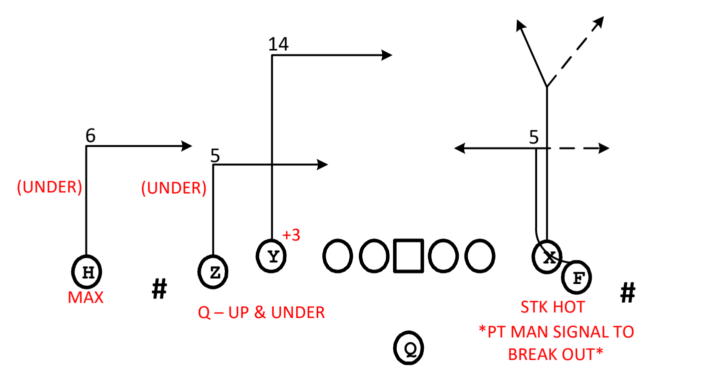
(K) DICE RT 74 Z LEVEL TOP



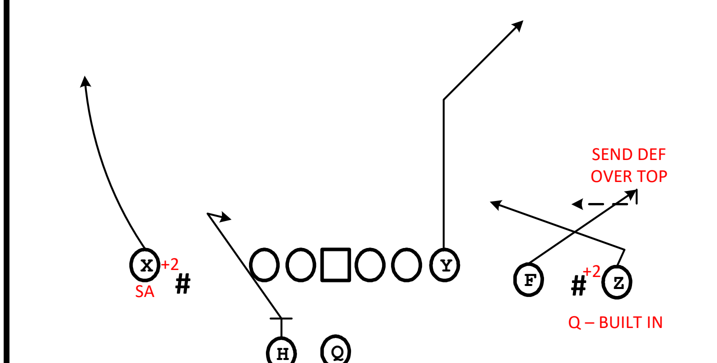
(K) G TROUBLE LT Y PL 76 HOT X PIC PIN



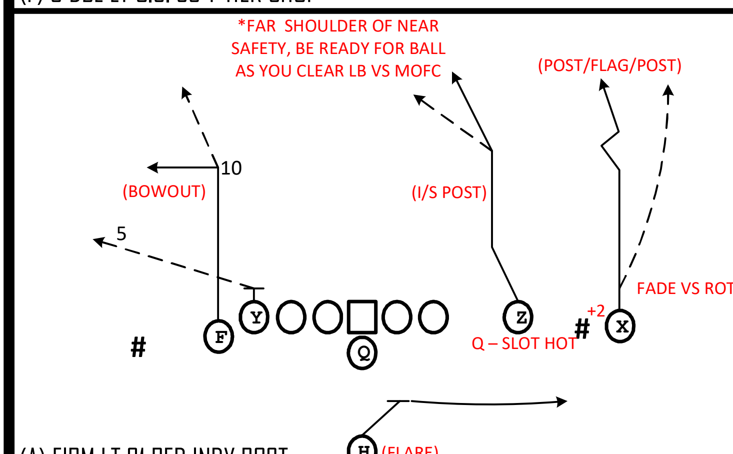
(A) TREY RT Z PL 62 F WHEEL X SHAVE



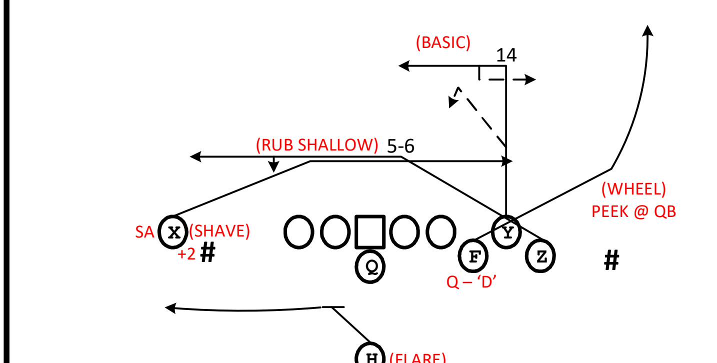
(F) G DBL LT O.S. 53 Y TIER CHOP



(K) G TRIPS RT 66 OUTLAW

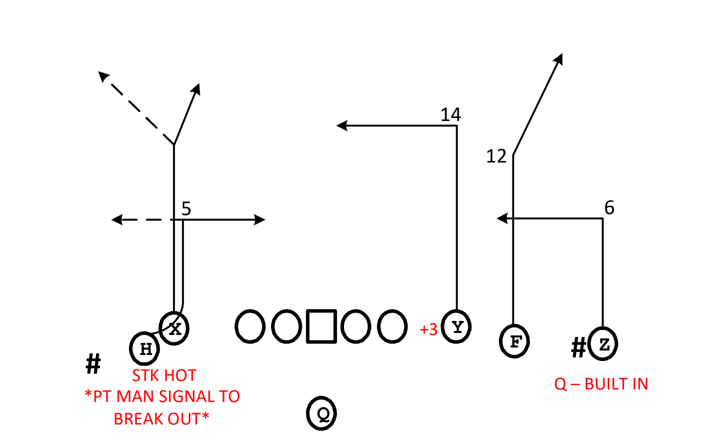


(A) FIRM LT 81 RED INDY POST

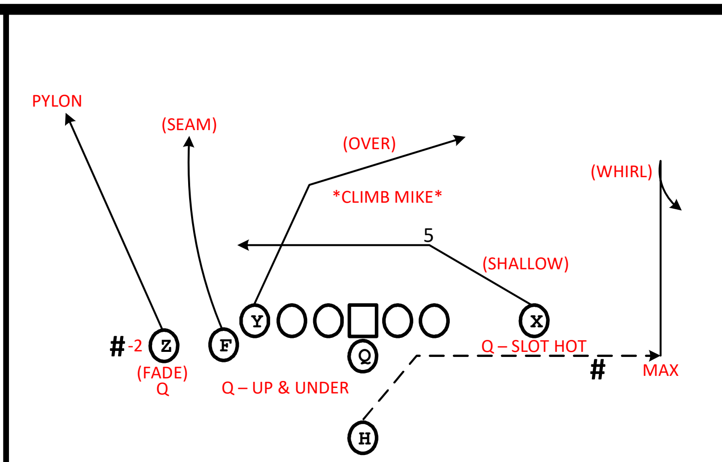


(A) BUNCH RT 62 F WHEEL X SHAVE

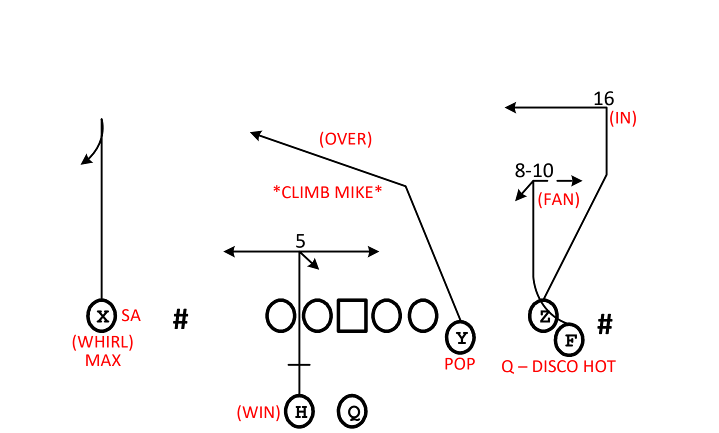
PHASE 2 – WEDNESDAY REDZONE SCRIPT (5/11/16)



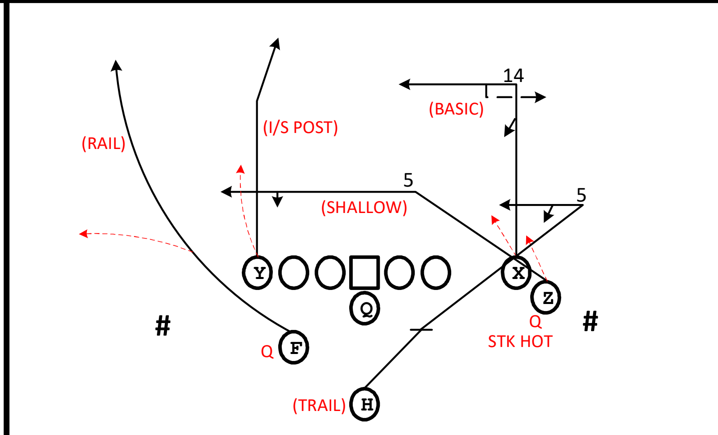
(F) G EMPTY RT HEX 52 TACO CHOP



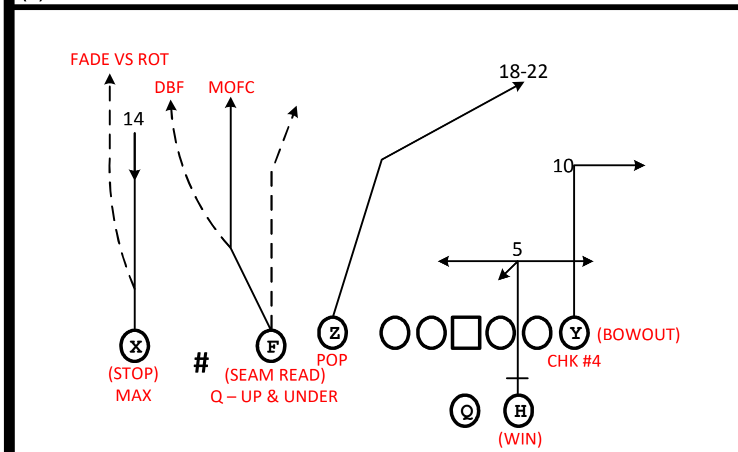
(A) TREY LT SQ H FL 53 YOKE X SHALLOW



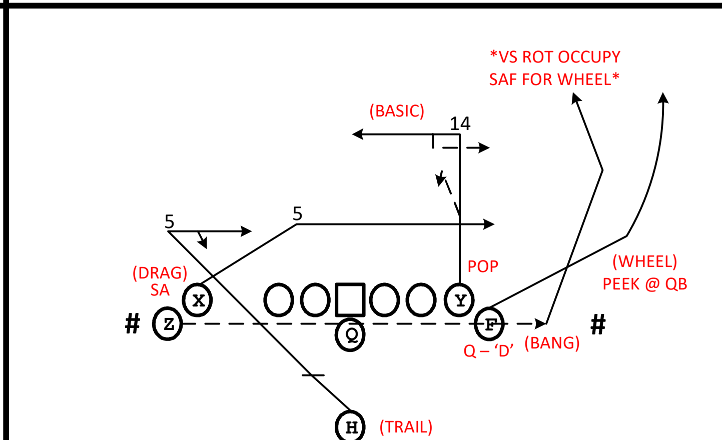
(K) G TROUBLE RT 66 STOKE H WIN



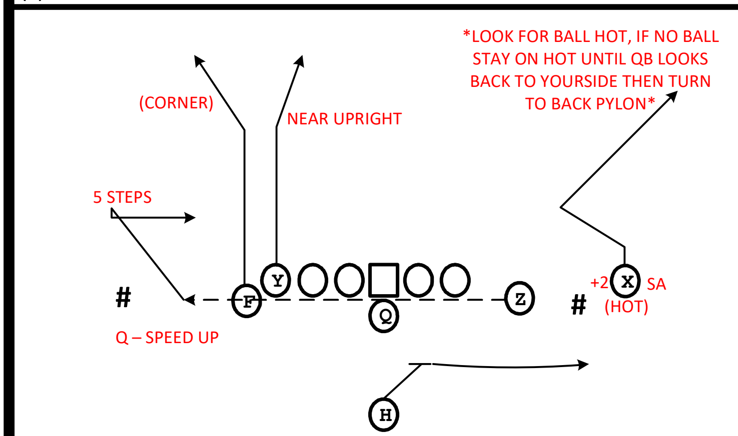
(P) STR LT STK 63 PAIL Z LEVEL



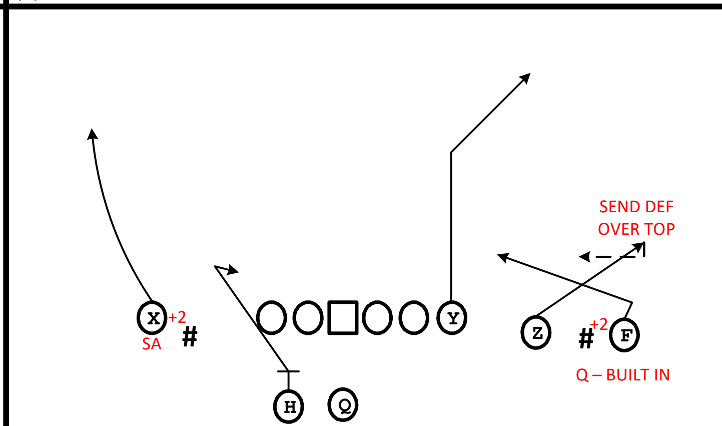
(K) G RT TEX 67 JET



(A) FAX RT Z MO 62 X DRAGON



(A) FIRM LT Z MO 63 Z PIVOT X HOT



(K) G TROUT RT 66 OUTLAW

SCRAMBLE MECHANICS

IF THE QUARTERBACK IS FORCED OUT OF THE POCKET DUE TO HEAVY PASS RUSH, THE RECEIVERS WILL OBSERVE THE FOLLOWING RULES:

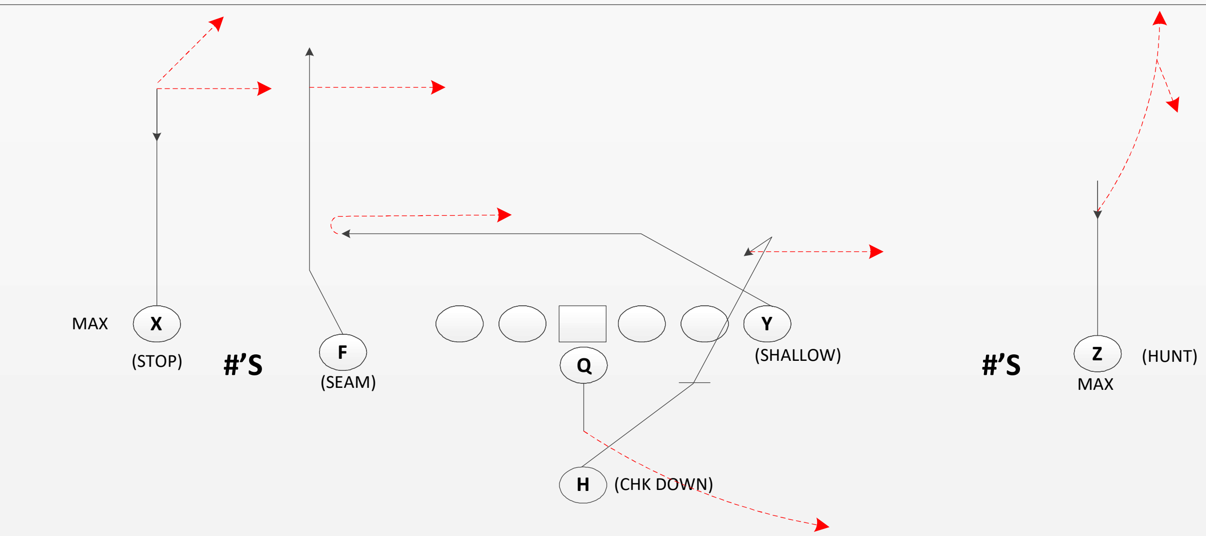
A. OUTSIDE RECEIVERS:

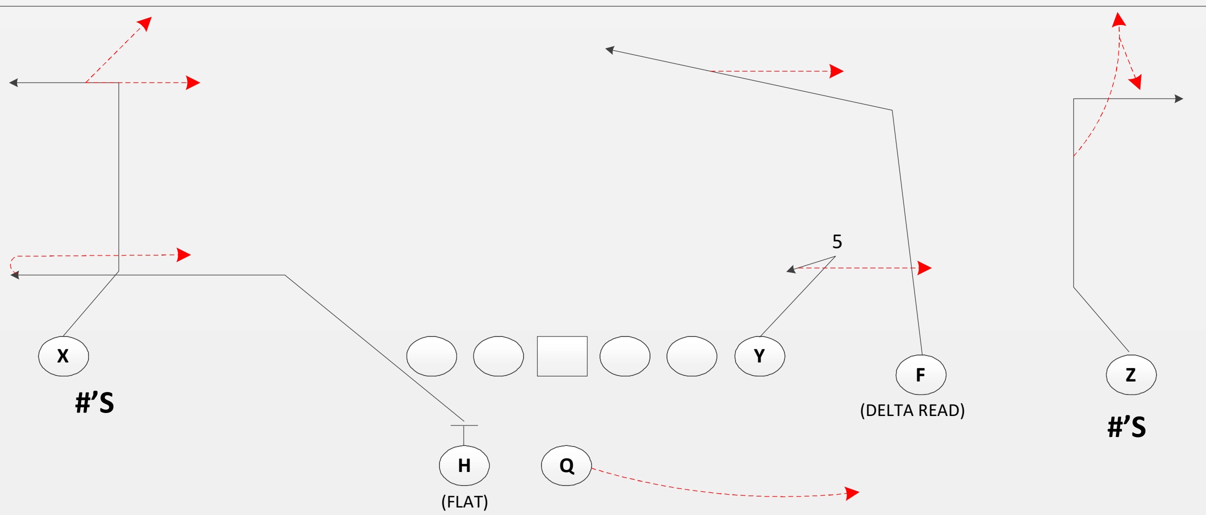
1. IF THE QUARTERBACK COMES TO YOUR SIDE, BREAK YOUR ROUTE AND RUN DEEP TOWARD THE GOAL LINE. CONTINUE GOING DEEP IF THERE IS NO DEEP COVERAGE. IF THERE IS DEEP COVERAGE, STOP AND COME BACK TO THE QUARTERBACK.

2. IF THE QUARTERBACK GOES AWAY FROM YOUR SIDE, BREAK YOUR ROUTE AND RUN AN "IN", IF THERE IS A SAFETY IN THE MIDDLE OF THE FIELD. IF THE MIDDLE OF THE FIELD IS OPEN, RUN A DEEP "POST".

B. OTHER RECEIVERS:

1. RUN TOWARD THE QUARTERBACK AT THE SAME DEPTH AS THE CALLED ROUTE. IF YOU APPROACH THE SIDELINE, REVERSE YOUR DIRECTION BUT STAY ON THE SAME LEVEL.





BOLT = DEUCE RT 10 DIVE
STORM = DICE RT 62 SLANT COMBO
LIGHTNING = F BUNCH LT 23 DBL X SIG
TORNADO = F BUNCH LT T39 TRUCK X SIG
NIKE = QB SNEAK

END OF HALF/GAME TERMS:
SNATCH = G EMPTY RT HO 52 SNATCH
VICTORY = G DICE RT 74 DBL SEAM GO

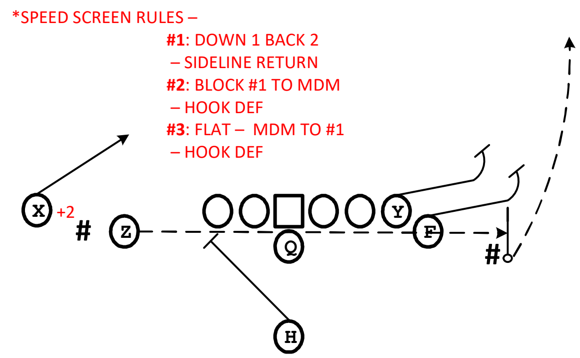
PERIOD 2: BLITZ WALK-THRU - 5/12/16

#	YD	D	D	QB	H	PER	FORM	MOV	PC	DESCRIPTION
1		1	10		M	K	G DICE RT		52	LOAD H ANGLE SNATCH/ H CHOICE DBL OUT
2		1	10		R	K	G TRIPS LT NASTY		53	DINO H READ/ DINO FOX
3		1	10		L	K	G EMPTY RT		52	Y TIER/ JET X DRAG/ F CHOICE
4		1	10		R	K	G EMPTY LT HEX		53	DOG / DIXIE/ CURL CONTROL
5		1	10		L	K	G TROUBLE RT HEX		52	DOG / SMURF H SCRAPE/ OKIE H SCRAPE
6		1	10		R	K	G F BUNCH LT HEX		53	Y CHOICE/ CURL WHEEL CONTROL
7		1	10		L	K	G EMPTY RT		52	DINO FOX
8		1	10		R	K	G EMPTY LT HEX		53	SCORE / SNATCH CHOP
9		1	10		L	F	G EMPTY RT		52	Y STEELHEAD CONTROL/ Y FISH CONTROL
10		1	10		R	K	G EMPTY LT		53	Y TIER/ JET X DRAG/ F CHOICE

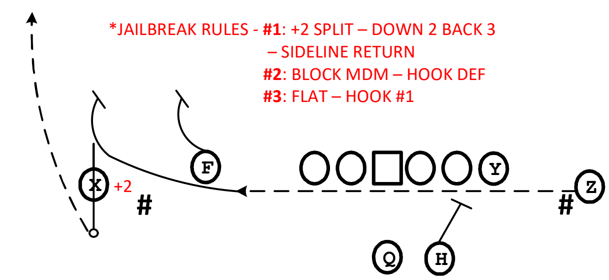
PERIOD #2: SCREENS/ GADGETS/ SCRAMBLE - 5/12/16

#	YD	D	D	QB	H	PER	FORM	MOV	PC	DESCRIPTION
1		1	10		M	A	FIRM RT	Z MO		SPEED SCR RT Z - X HOT
2		1	10		M	K	G NR DICE RT	Z FLY		LIZ JAILBREAK LT X
3		1	10		M	K	G FAX RT	F PL	F 34	PIKE EXIT SCR LT Z
4		1	10		M	A	TREY LT	F FLY	T.P. 4	SCR LT Y
5		1	10		M	K	G TROUT RT			LIZARD
6		1	10		M	C	WK RT CL	Z FLY	K5	RIP SCR H
7		1	10		M	K	G DICE RT		F 34	PIKE EXIT SCR LT X
8		1	10		M	A	TREY RT	F FLY	TP 4	SCR LT F
9		1	10		M	K	TROUBLE RT	Y PL		SPEED SCR RT F
10		1	10		M	K	G TROUT LT	H FL		EXIT SCR RT/LT
11		1	10		M	K	LT BOX	F MO		RED TIJUANA
12		1	10		M	A	STR RT	Z PL	K4	LIZ SCR H
13		1	10		M	K	G NR DICE RT	F MO	80 SC	SCR LT H
14		1	10		M	K	G FAR FLIP RT	F FLY		LIZ JAILBREAK LT X
15		1	10		M	A	G EMPTY RT HO			EXIT SCR RT/LT
16		1	10		M	A	BUNCH RT NASTY	F PL	F 35	PART X BEHIND RT
17		1	10		M	A	TREY RT	ZIP	F 26	Z BEHIND LT
18		1	10		M	K	TRIPS RT	ZIP	F 26	X DBL REV RT
19		1	10		M	A	G DEUCE RT		52	LOAD
20		1	10		M	A	TREY RT	F PL	62	F CHOICE
21		1	10		M	K	G TRIPS LT		67	DOG
22		1	10		M	K	DICE LT		TP 4	SEAM

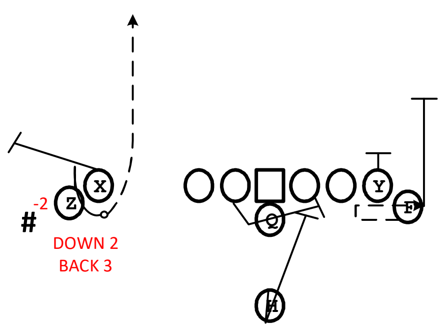
PHASE 2 – THURSDAY SCRIPT (5/12/16)



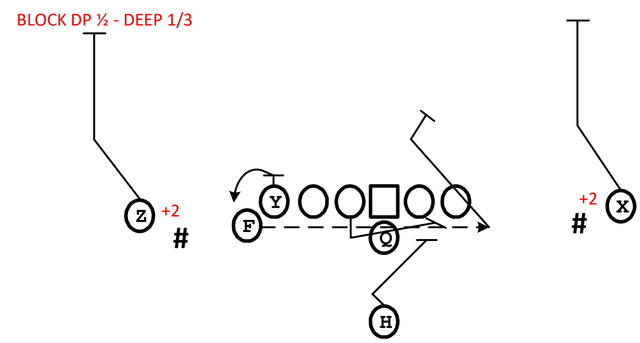
(A) FIRM RT Z MO SPEED SCR RT Z – X HOT



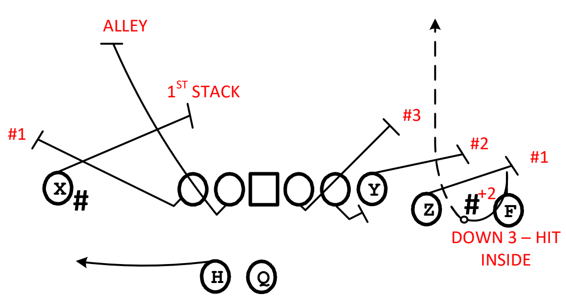
(K) G NR DICE RT Z FL LIZ JAILBREAK LT X



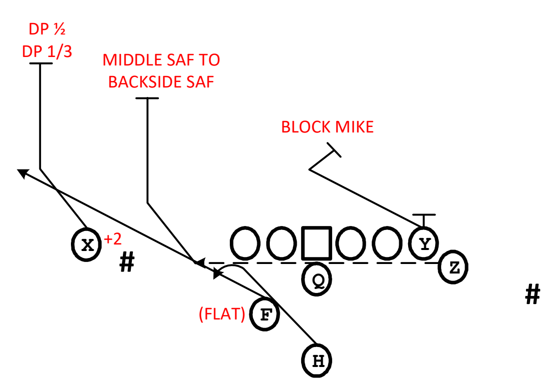
(K) FAX RT F PL F34 PIKE EXIT SCR LT Z



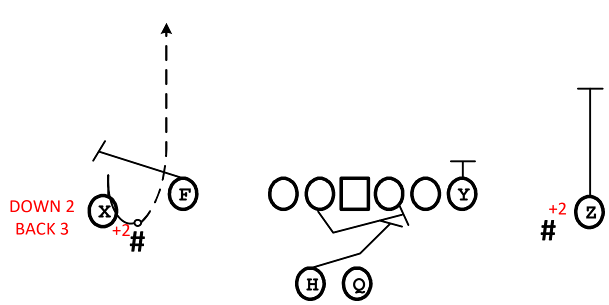
(A) TREY LT F FL T.P. 4 SCR LT Y



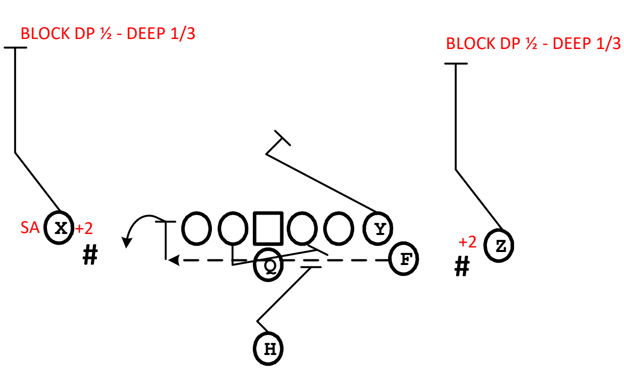
(K) G TROUT RT LIZARD



(C) WK RT CL Z FL K5 RIP SCR H



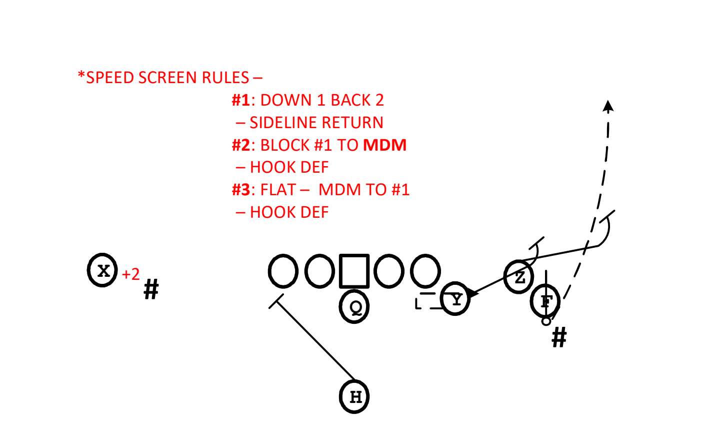
(K) G DICE RT F34 PIKE EXIT SCR LT X



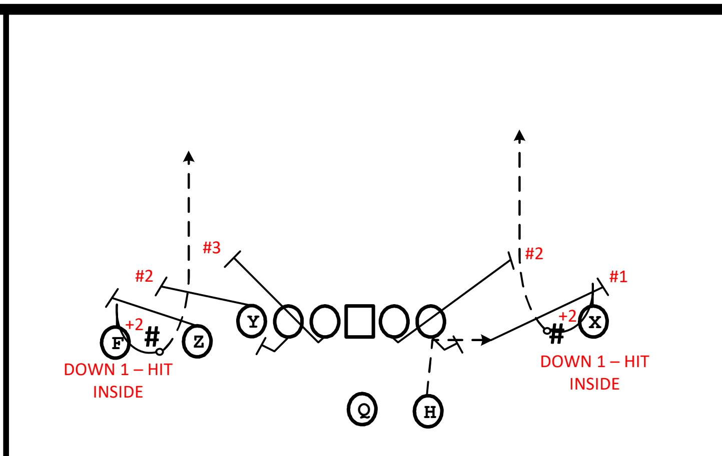
(A) TREY RT F FL T.P. 4 SCR LT F

PHASE 2 – THURSDAY SCRIPT (5/12/16)

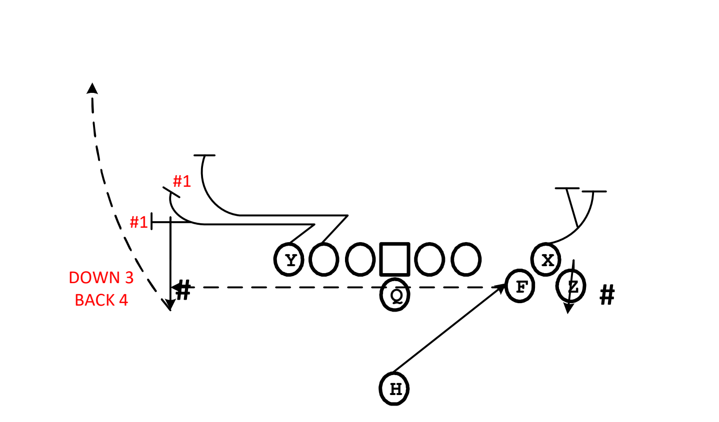
ARIZONA CARDINALS



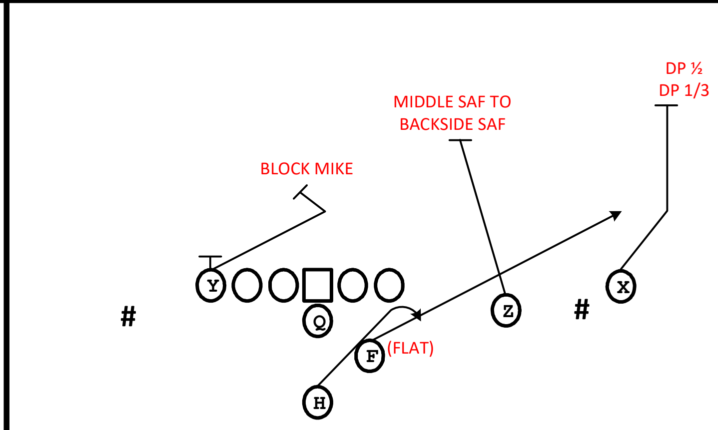
(K) TROUBLE RT Y PL SPEED SCR RT F



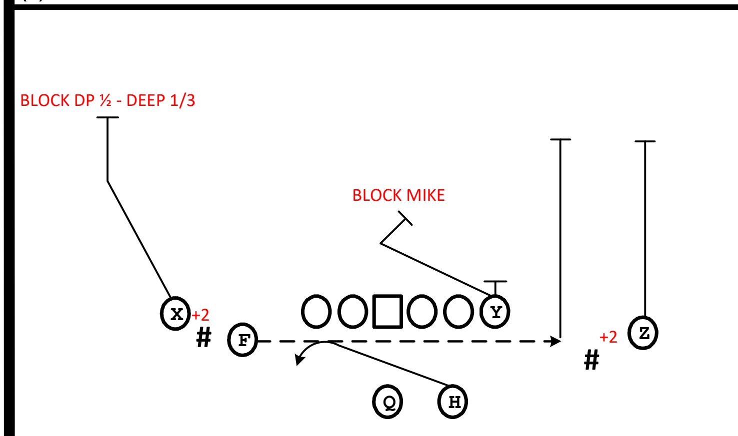
(K) G TROUT LT H FL EXIT SCR RT/LT



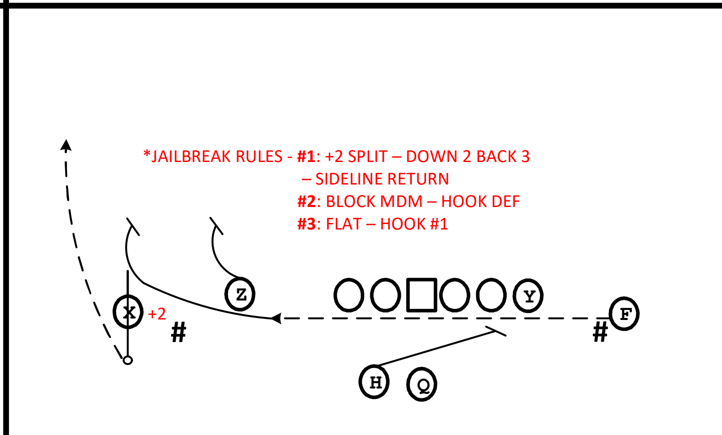
(K) LT BOX F MO RED TIJUANA



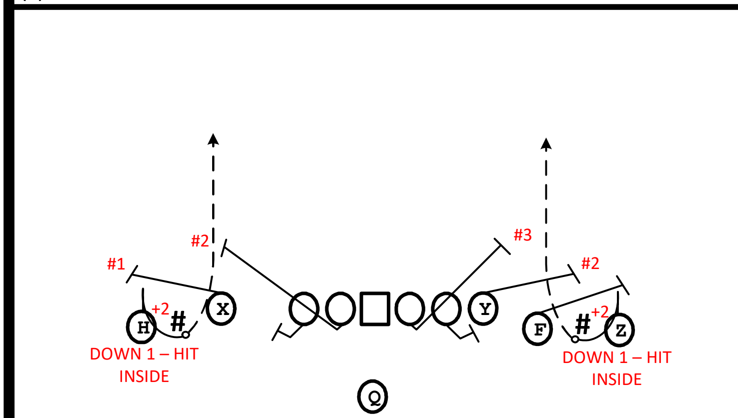
(A) WK LT SLOT K4 LIZ SCR RT H



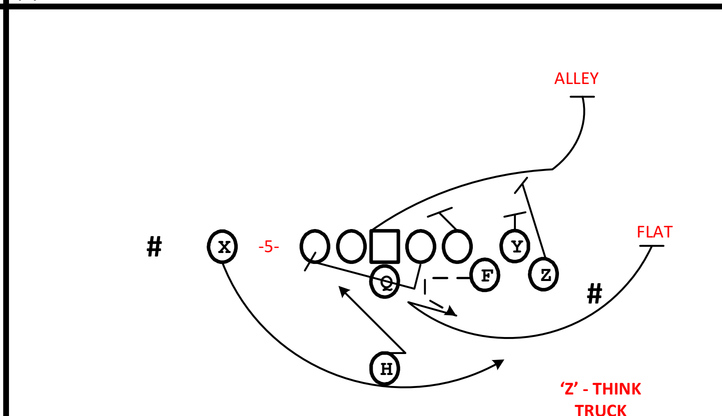
(K) G NR DICE RT F MO 80SC SCR LT H



(K) G FAR FLIP RT F FL LIZ JAILBREAK SCR LT X

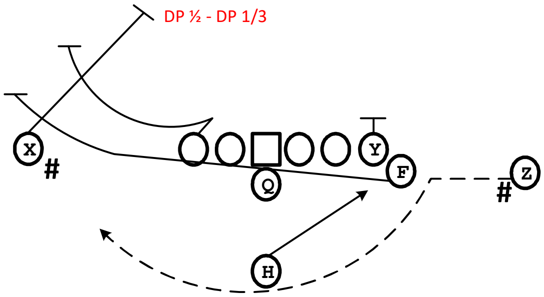


(A) G EMPTY RT HO EXIT SCR RT/LT

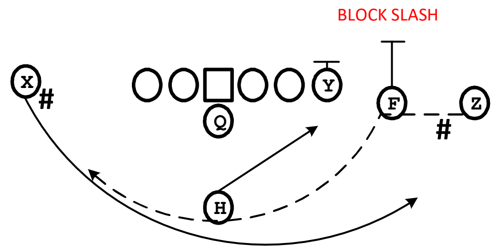


(A) BUNCH RT NASTY F PL F35 PART X BEHIND RT

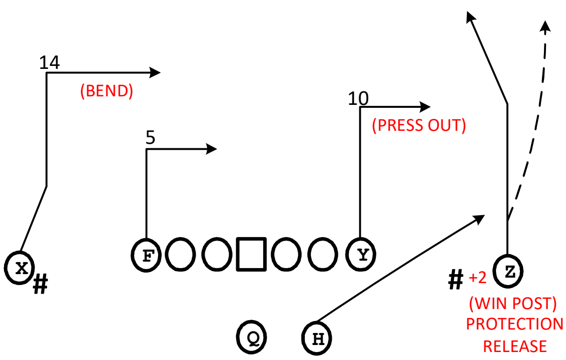
PHASE 2 – THURSDAY SCRIPT (5/12/16)



(A) TREY RT ZIP F36 Z BEHIND LT



(K) TRIPS RT ZIP F36 X DBL REV RT



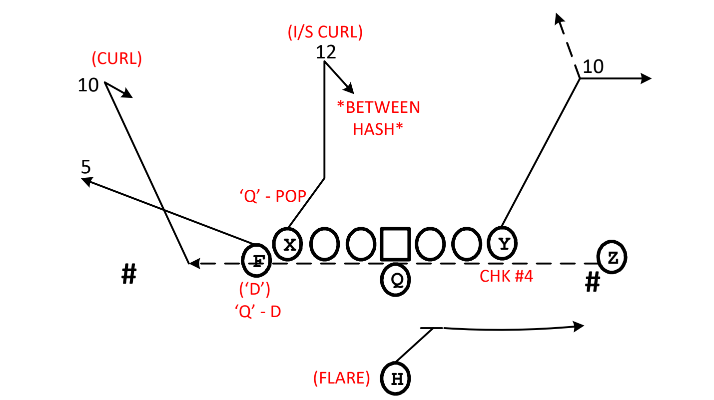
(A) G DEUCE RT 52 LOAD

PERIOD #2: BACKED UP - 5/18/15

#	YD	D	D	QB	H	PER	FORM	MOV	PC	DESCRIPTION
1	-2	1	10	1	L	C	WK LT CL	Z FL	K4	BOWOUT Y DRAG
2	-5	2	7	1	R	C	TITE DBL RT	F MO	√ 34/35	PART BOSS
3	-8	3	4	1	M	K	PRO RT		88	GO (HARD)
4	-2	1	10	2	L	A	BUNCH RT		22	DBL X SIG
5	-4	2	8	2	R	K	FLUTTER DICE RT		34	PIKE "A" 80 GO
6	-6	3	6	2	M	F	G DUO RT		74	Z SCRAPE F SEMI
7	-2	1	10	3	L	C	BUNCH RT		22	DBL X SIG
8	-3	2	9	3	R	C	TITE DBL RT	Z FL	63	CURL POCO
9	-5	3	7	3	M	F	G DICE RT		74	CHARLEY X UNDER
10	-2	1	10	1	L	R	BOMB STR RT SLOT	Z MO	22	DBL X SIG
11	-3	2	9	1	R	A	FAX RT	Z CUT	TP 4	ROLL LT
12	-5	3	7	1	M	K	G TROUBLE LT	Y PL	81 SC	DBL OUT X SMASH

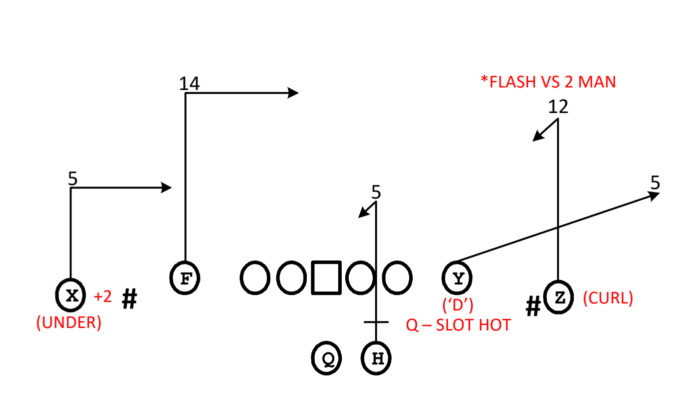
PHASE 2 –MONDAY BACKED UP (5/18/15)

8.



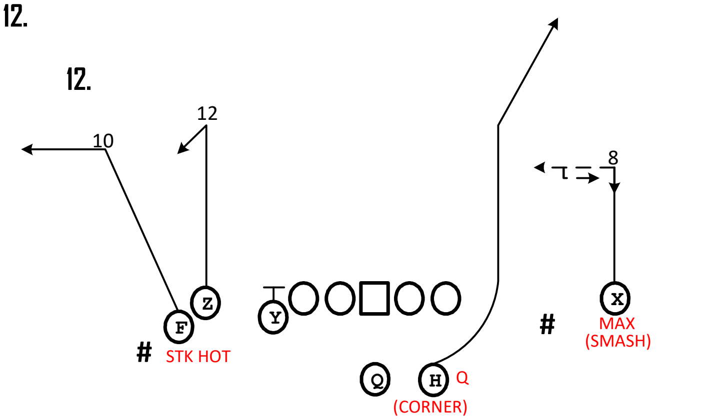
(C) TITE DBL RT Z FL 63 CURL POCO

9.



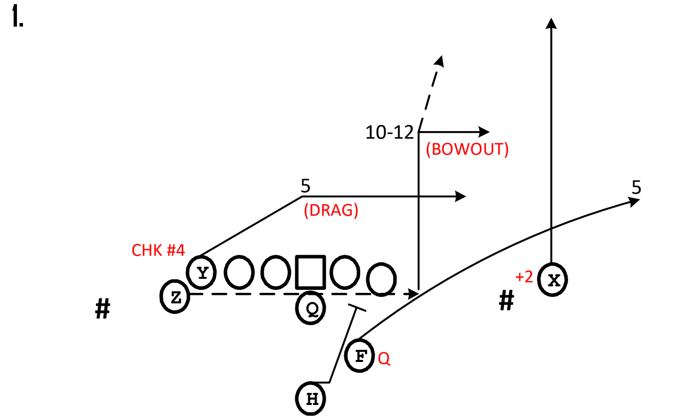
(F) G DICE RT 74 CHARLEY X UNDER

12.



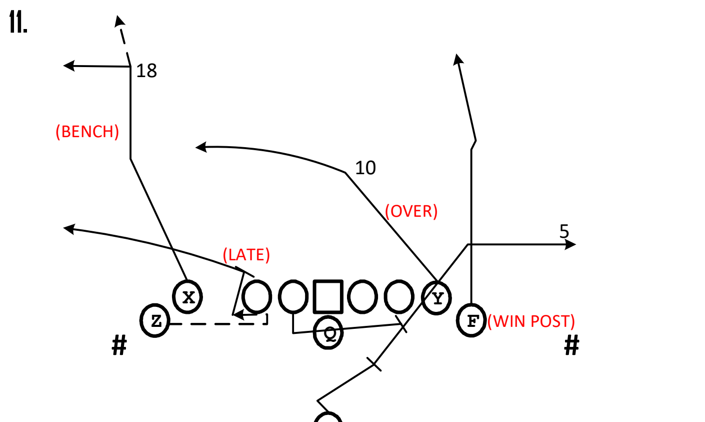
(K) G TROUBLE LT Y PL 81 SC DBL OUT X SMASH

1.



(C) WK LT CL Z FL K4 BOWOUT Y DRAG

11.

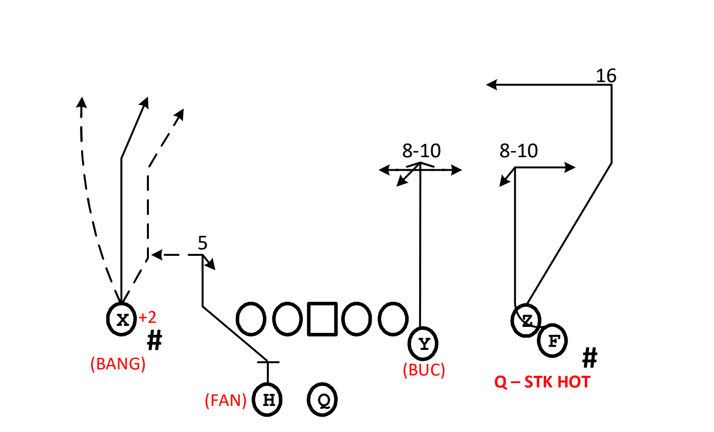


(A) FAX RT Z CUT T.P. 4 ROLL LT

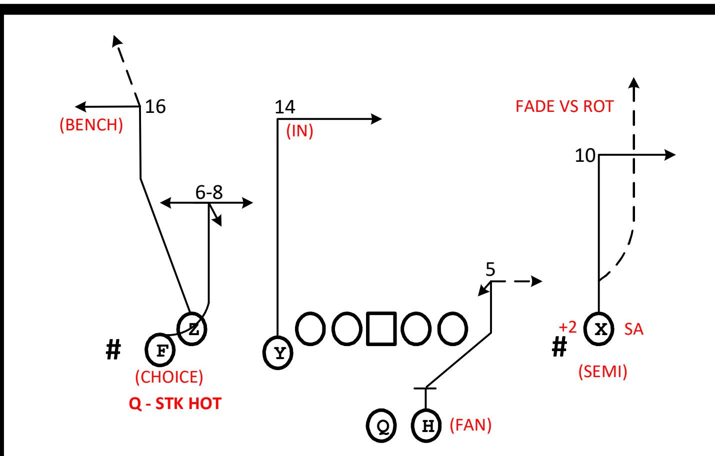
PERIOD #3: BLITZ - 5/18/15

#	YD	D	D	QB	H	PER	FORM	MOV	PC	DESCRIPTION
1		1	10		L	K	G TROUBLE RT		76	DEVIL
2		1	10		R	K	G TROUBLE LT		77	F CHOICE
3		1	10		M	K	G TRIPS RT		76	CURL SINK
4		1	10		R	K	G TRIPS LT		77	DIXIE
5		1	10		L	K	G TRIPS RT		76	FRISCO
6		1	10		M	K	G TRIPS LT		77	JET
7		1	10		L	K	G OPEN BUNCH RT		76	COUCH
8		1	10		R	K	G OPEN BUNCH LT HEX		53	COUCH
9		1	10		M	K	G DICE RT	F MO	52	H SKUNK F SEAM
10		1	10		L	K	G F BUNCH RT		76	SALMON
11		1	10		R	K	G RT TIX		77	F FISH POCO
12		1	10		M	K	G DICE RT		53	LOAD Z UNDER
13		1	10		L	F	G TOY RT NASTY	Y SHIN	52	DIP H SKUNK
14		1	10		R	F	G EMPTY LT HEX		53	Y FISH CHIN
15		1	10		M	A	FAX RT	Z MO	KICK 2	TOXIN
16		1	10		L	C	TITE DBL RT	Z SH	PTP 4	COLT
17		1	10		R	K	G TRIPS LT		77	TACO
18		1	10		M	K	G DBL RT		77	F SEMI Z SCRAPE

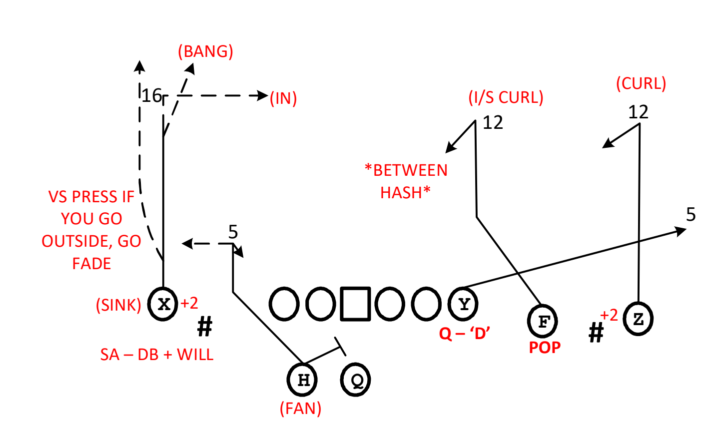
PHASE 2 –MONDAY BLITZ SCRIPT (5/18/15)



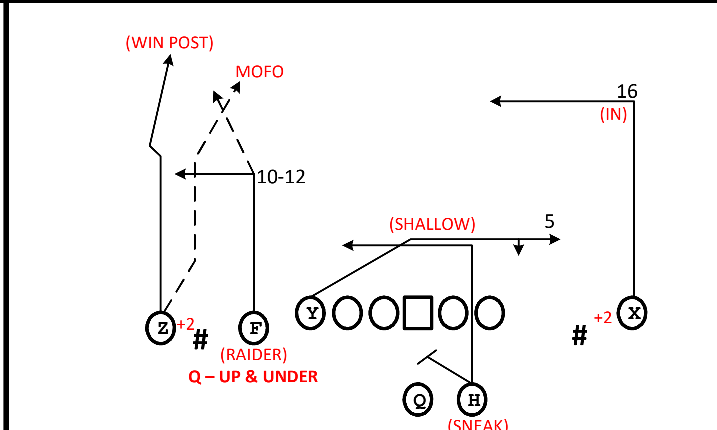
(K) G TROUBLE RT 76 DEVIL



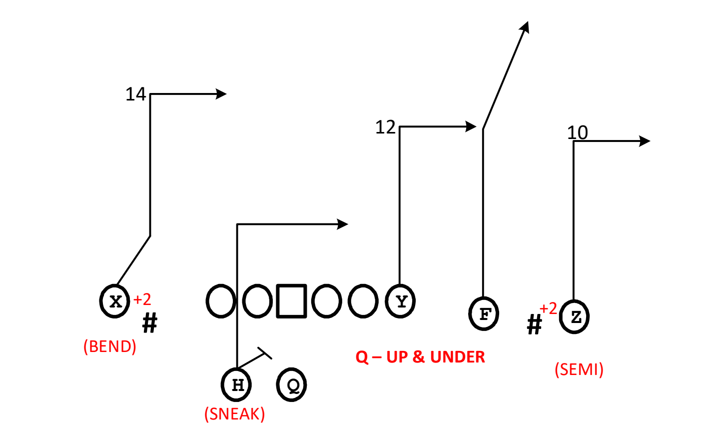
(K) G TROUBLE LT 77 F CHOICE



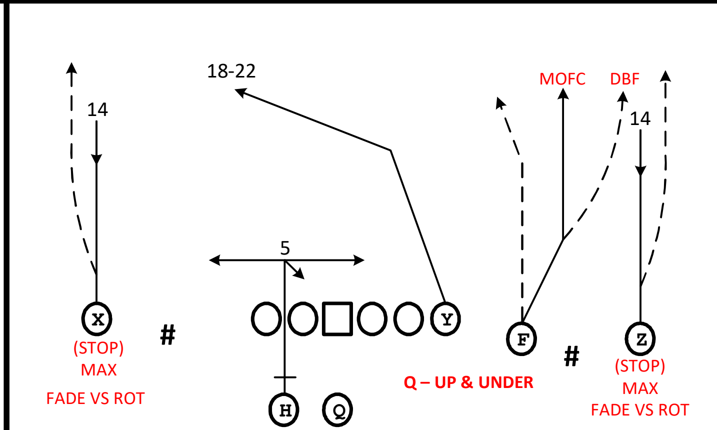
(K) G TRIPS RT 76 CURL SINK



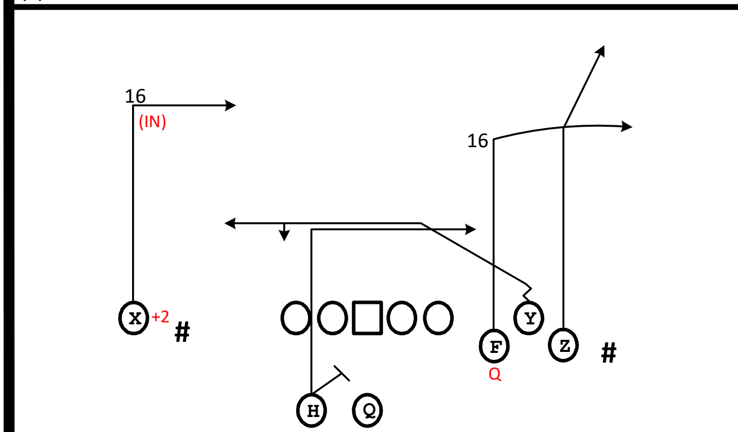
(K) G TRIPS LT 77 DIXIE



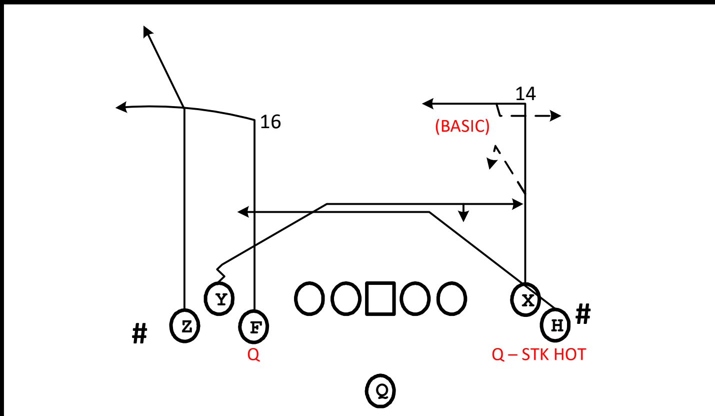
(K) G TRIPS RT 76 FRISCO



(K) G TRIPS LT 77 JET

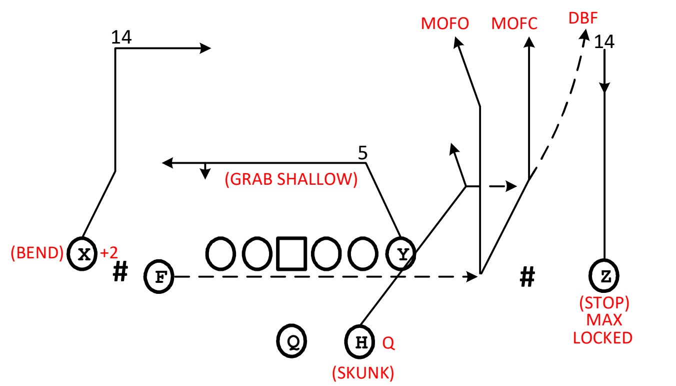


(K) G OPEN BUNCH RT 76 COUCH

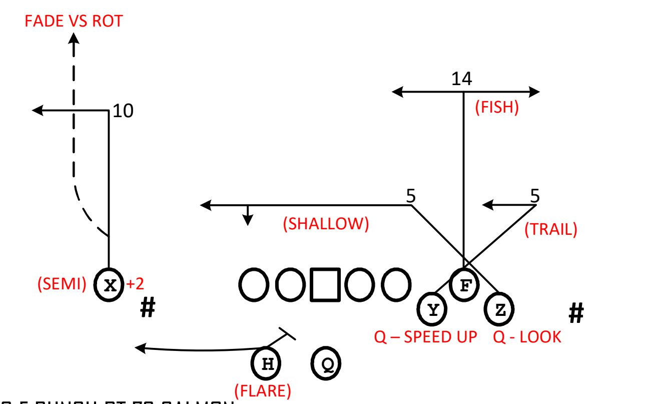


(K) G OPEN BUNCH LT HEX 53 COUCH

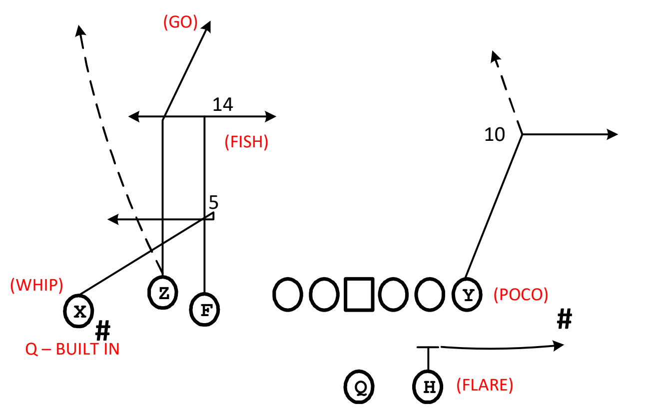
PHASE 2 –MONDAY BLITZ SCRIPT (5/18/15)



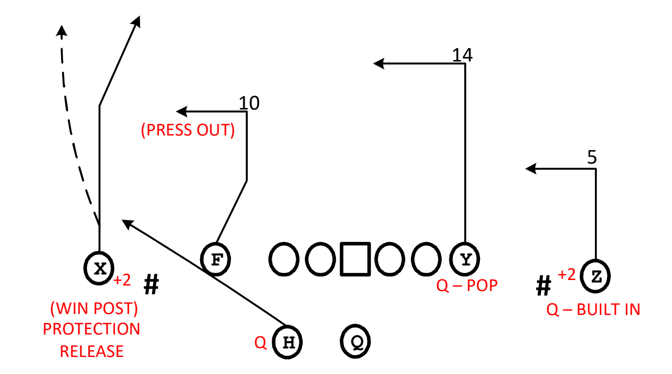
(K) G DICE RT F MO 52 H SKUNK F SEAM



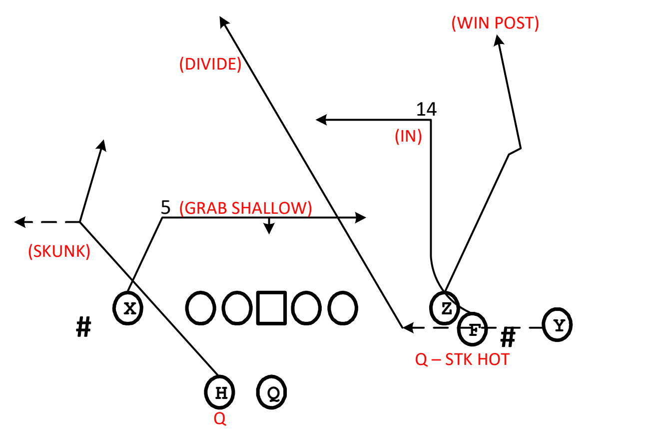
(K) G F BUNCH RT 76 SALMON



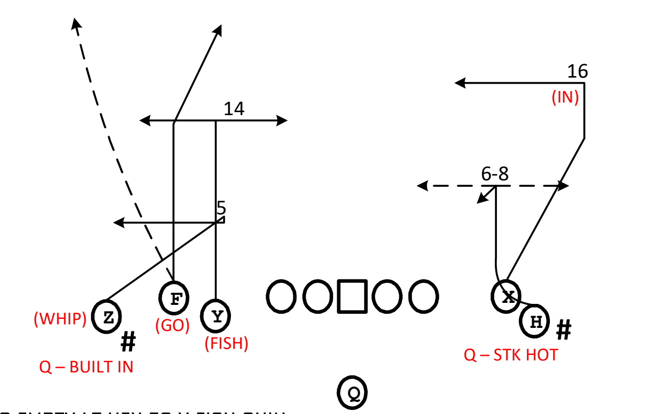
(K) G RT TIX 77 F FISH POCO



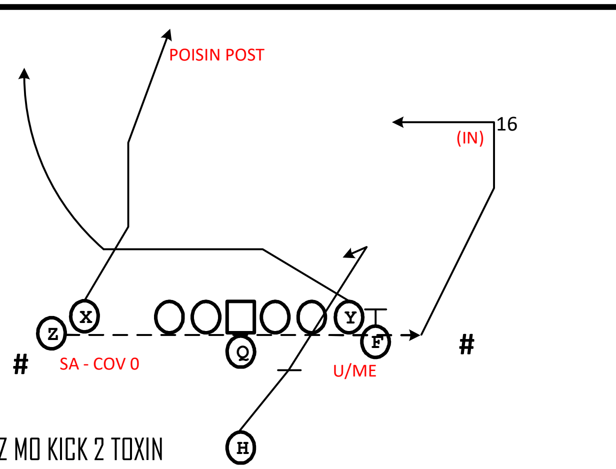
(K) G DICE RT 53 LOAD Z UNDER



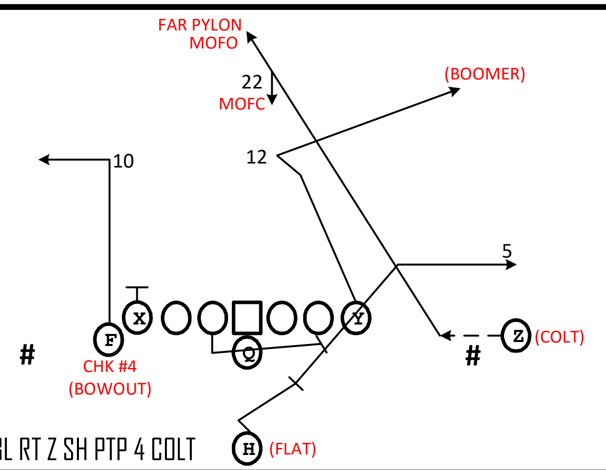
(F) G TOY RT NASTY Y SHIN 52 DIP H SKUNK



(F) G EMPTY LT HEX 53 Y FISH CHIN

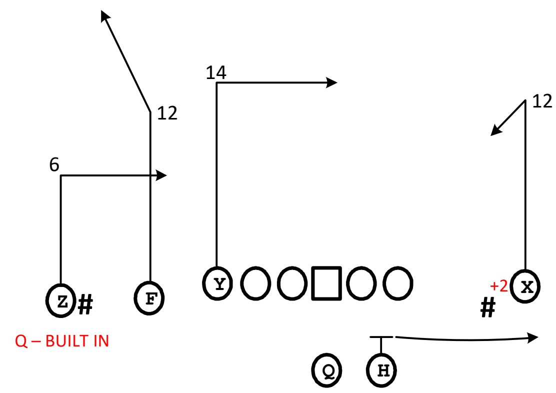


(A) FAX RT Z MO KICK 2 TOXIN

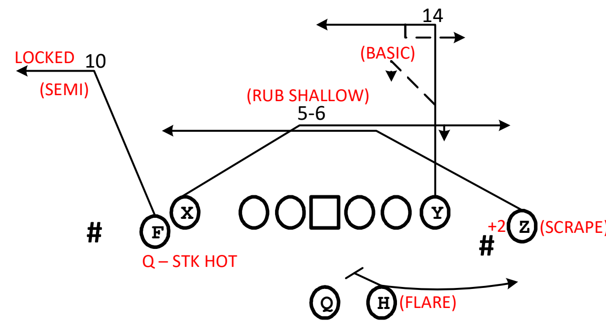


(C) TITE DBL RT Z SH PTP 4 COLT

PHASE 2 –MONDAY BLITZ SCRIPT (5/18/15)



(K) G TRIPS LT 77 TACO



(K) G DBL RT 77 F SEMI Z SCRAPE

2015 CARDINALS – NO HUDDLE

LIVE COLORS – BLACK/BLUE, RED/GREEN

FORMATION – 2X2 – 3X1 – QB WILL CALL IT

SNAP COUNT – ON 2 (HURRY, HURRY = GO)

CODE WORDS – BOYS NAMES = RUN GAME, GIRLS NAMES = PASS GAME

HUDDLE – OLINE WILL MUDDLE / SKILL RUN BY QB GET PLAY & LINE UP

PROTECTION CODE WORDS – **ICE** = 76/77, **KICK** = KICK 2/3, **BLAZE** = BL PASS

THUNDER = SAME PLAY/FORMATION, **LIGHTNING** = F BUNCH LT 23 DBL X SIG ,

TORNADO = F BUNCH LT T39 TRUCK

RUNS
BONO = BLUNT
DANNY = DBL
DAVEY = DRAW
GARY = GUT
PANCHO = PART
PARKWAY = POWER
PAULY = PIKE
RANDY = RAZOR
SAMMY = SLASH
SANTO = SP DRAW
TAXI = TAXI
TIMMY = TRAP
TOMMY = TRUCK

SCREENS
ATLANTA = ALLY SCREEN
SPOKANE = SPEED SCREEN
PORTLAND = POP SCREEN
TEMPE = TRAP SCREEN Y

BUNCH PASS
BLINKY = BLINKY
CHERRY = CHOICE
CONNIE = CURL SINK
DIXIE = DIXIE
DRAGON = X DRAGON
FRANCIS = FRISCO
JESSE = JET
LOLA = LOAD
PENNY = PINCH
POISIN = POISIN Y SHALLOW
SHELLY = SPLIT EM X HITCH

NAKED / ROLL
PLAYBOY = NAKED
ROLLER = ROLL

TRIPS/EMPTY PASS
BLINKY = BLINKY
CHELSEA = CHARLEY WHEEL Y SHAKE
CHERRY = CHOICE
CONNIE = CURL SINK
COOKIE = COMBO Y SHAKE
DEBBIE = DEVIL
DENISE = DEVIL SEAM (EMPTY)
DIG/DOG/DINO
DIXIE = DIXIE
FRANCIS = FRISCO
GLORIA = GLANCE
HEIDI = HITCH
JESSE = JET
LOLA = LOAD
PENNY = PINCH
POISIN = POISIN Y SHALLOW
SALLY = SAILOR
STACI = Y STICK COMBO
TINA = TIER

AUDIBLE PASS CODES – **GIANT** = 70 GO **CHARGER** = 70 CAB

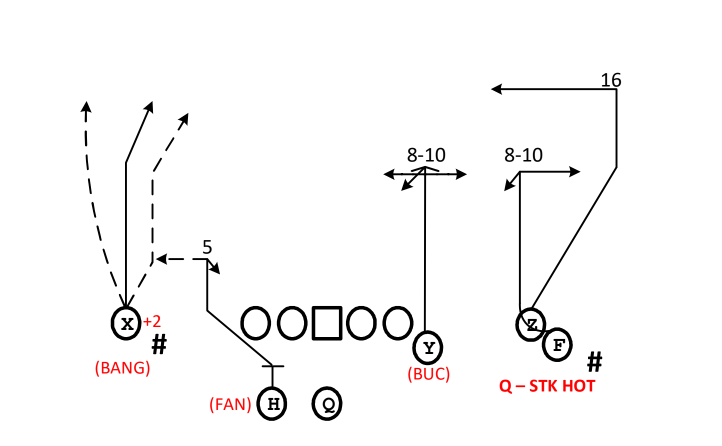
PATRIOT = 70 PINCH **SEAHAWK** = 70 SLUGGO SEAM

FALCON = 70 F OUT X IN

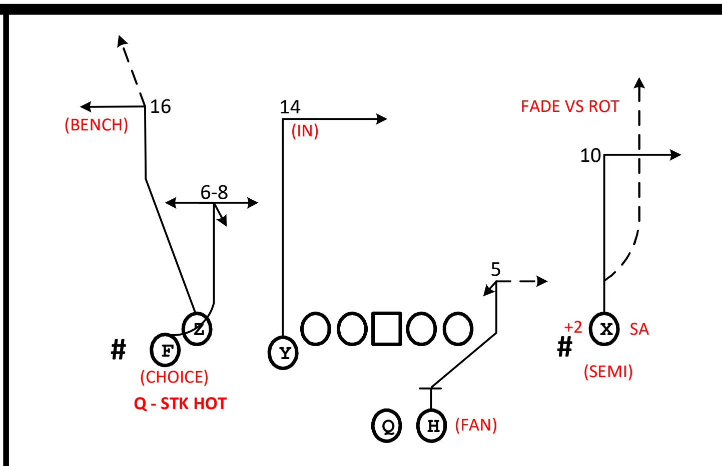
PERIOD #3: BLITZ - 5/18/15

#	YD	D	D	QB	H	PER	FORM	MOV	PC	DESCRIPTION
1		1	10		L	K	G TROUBLE RT		76	DEVIL
2		1	10		R	K	G TROUBLE LT		77	F CHOICE
3		1	10		M	K	G TRIPS RT		76	CURL SINK
4		1	10		R	K	G TRIPS LT		77	DIXIE
5		1	10		L	K	G TRIPS RT		76	FRISCO
6		1	10		M	K	G TRIPS LT		77	JET
7		1	10		L	K	G OPEN BUNCH RT		76	COUCH
8		1	10		R	K	G OPEN BUNCH LT HEX		53	COUCH
9		1	10		M	K	G DICE RT	F MO	52	H SKUNK F SEAM
10		1	10		L	K	G F BUNCH RT		76	SALMON
11		1	10		R	K	G RT TIX		77	F FISH POCO
12		1	10		M	K	G DICE RT		53	LOAD Z UNDER
13		1	10		L	F	G TOY RT NASTY	Y SHIN	52	DIP H SKUNK
14		1	10		R	F	G EMPTY LT HEX		53	Y FISH CHIN
15		1	10		M	A	FAX RT	Z MO	KICK 2	TOXIN
16		1	10		L	C	TITE DBL RT	Z SH	PTP 4	COLT
17		1	10		R	K	G TRIPS LT		77	TACO
18		1	10		M	K	G DBL RT		77	F SEMI Z SCRAPE

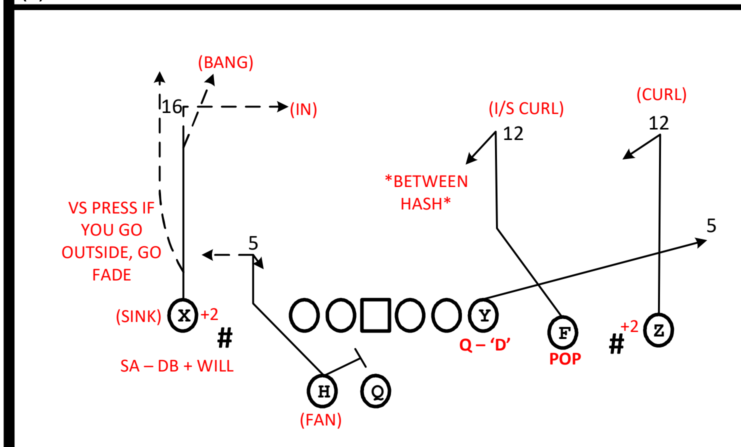
PHASE 2 –FRIDAY BLITZ SCRIPT (5/29/15)



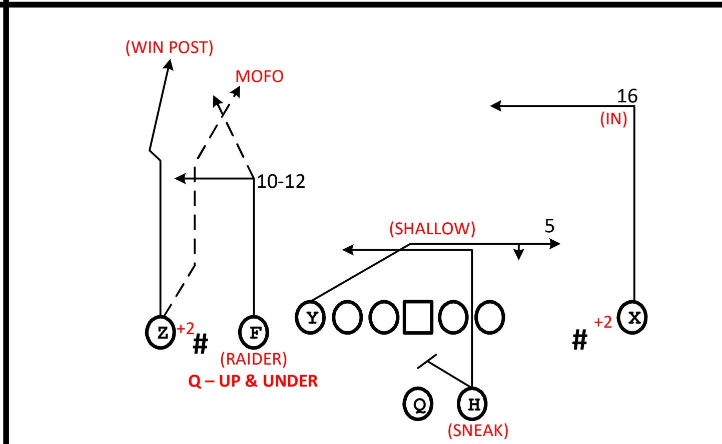
(K) G TROUBLE RT 76 DEVIL



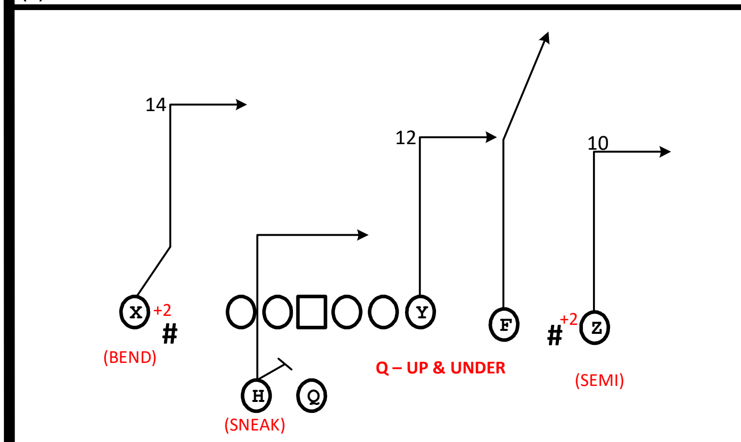
(K) G TROUBLE LT 77 F CHOICE



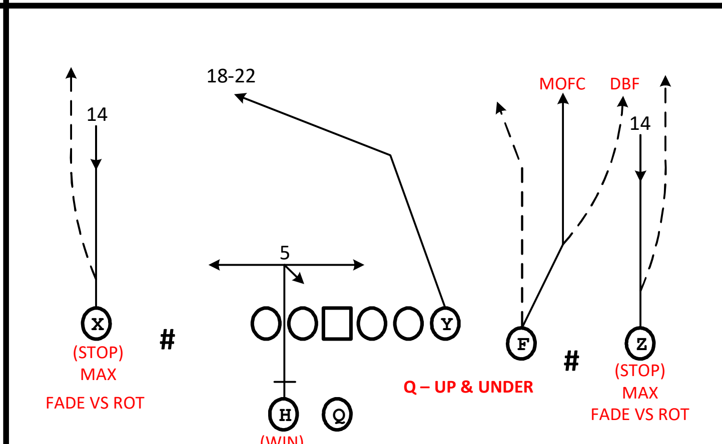
(K) G TRIPS RT 76 CURL SINK



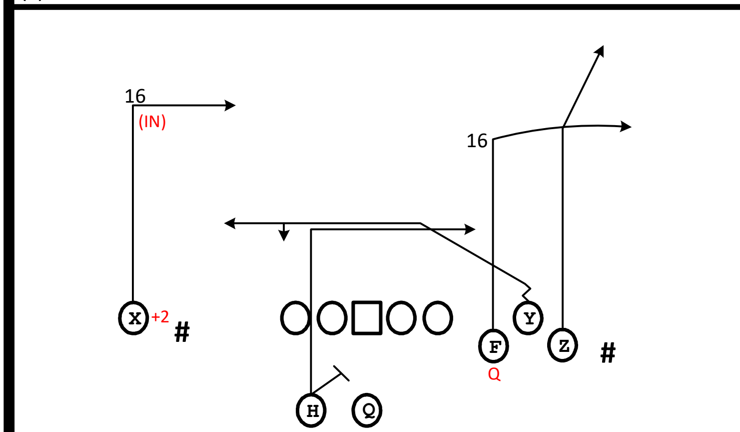
(K) G TRIPS LT 77 DIXIE



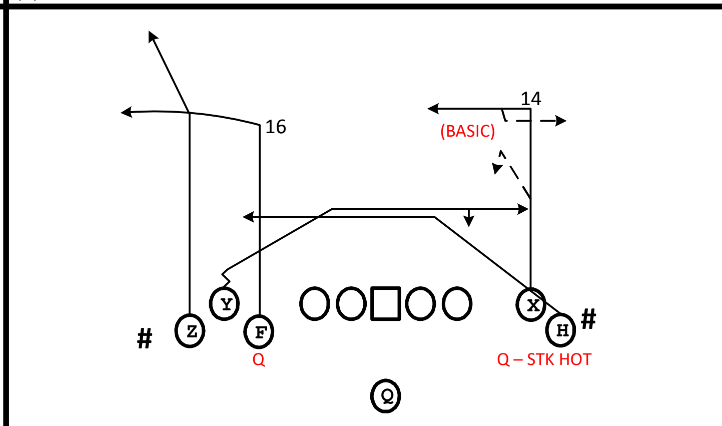
(K) G TRIPS RT 76 FRISCO



(K) G TRIPS LT 77 JET

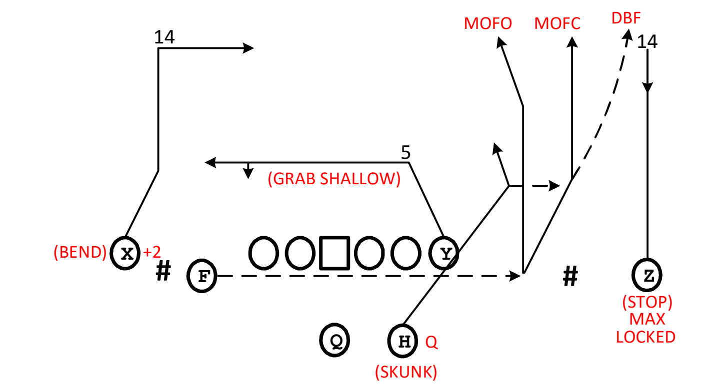


(K) G OPEN BUNCH RT 76 COUCH

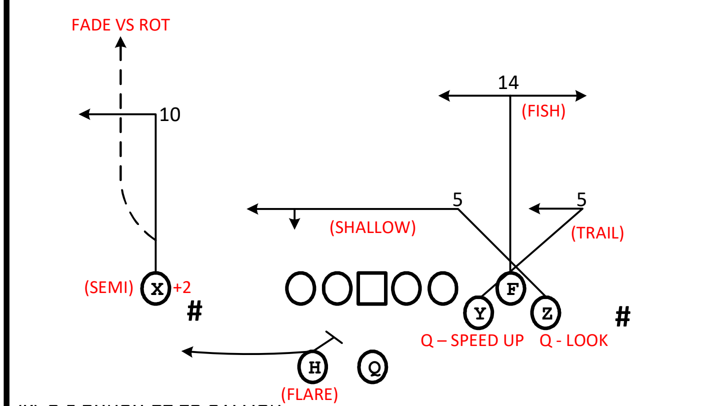


(K) G OPEN BUNCH LT HEX 53 COUCH

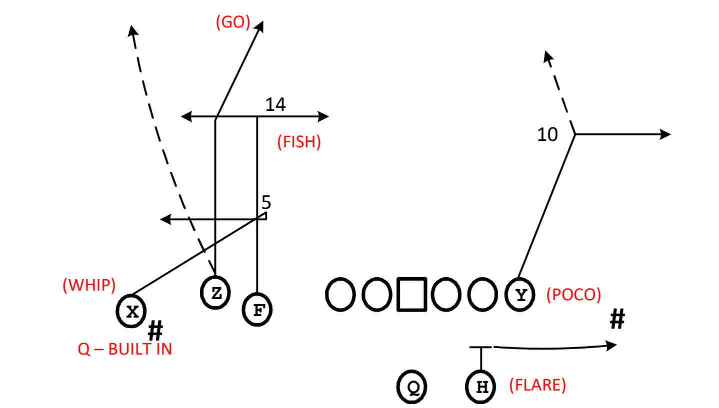
PHASE 2 –FRIDAY BLITZ SCRIPT (5/29/15)



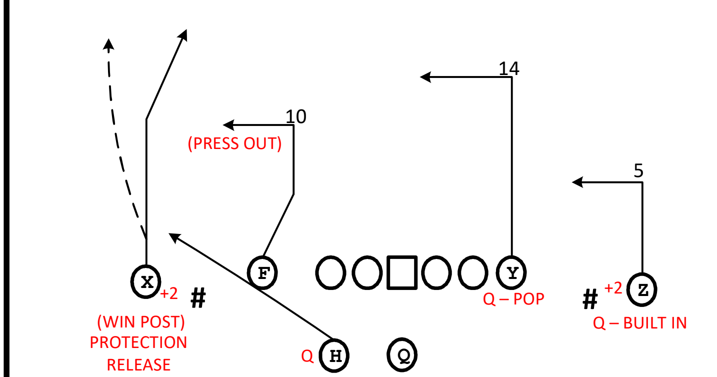
(K) G DICE RT F MO 52 H SKUNK F SEAM



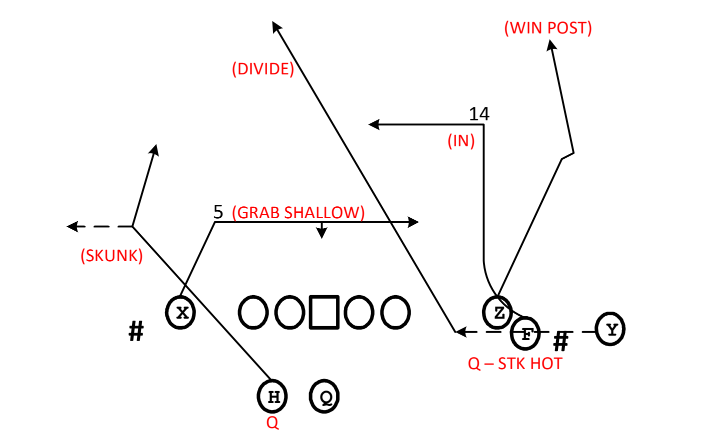
(K) G F BUNCH RT 76 SALMON



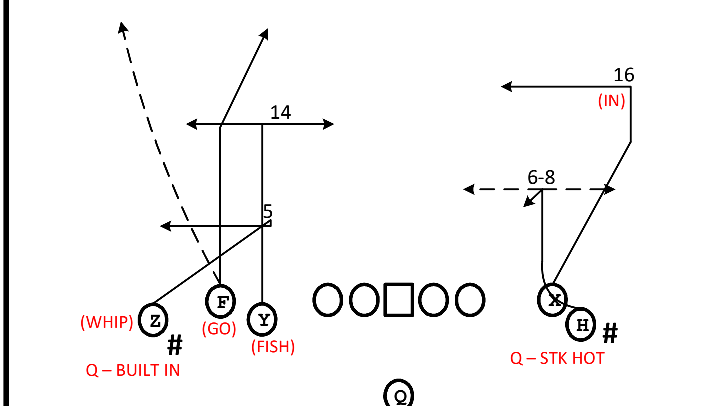
(K) G RT TIX 77 F FISH POCO



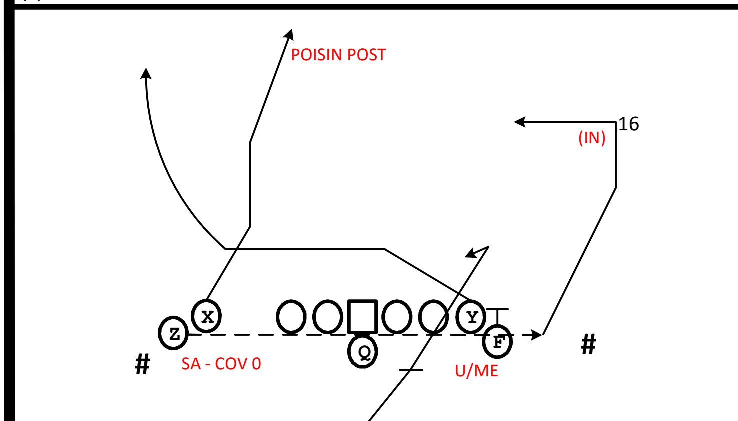
(K) G DICE RT 53 LOAD Z UNDER



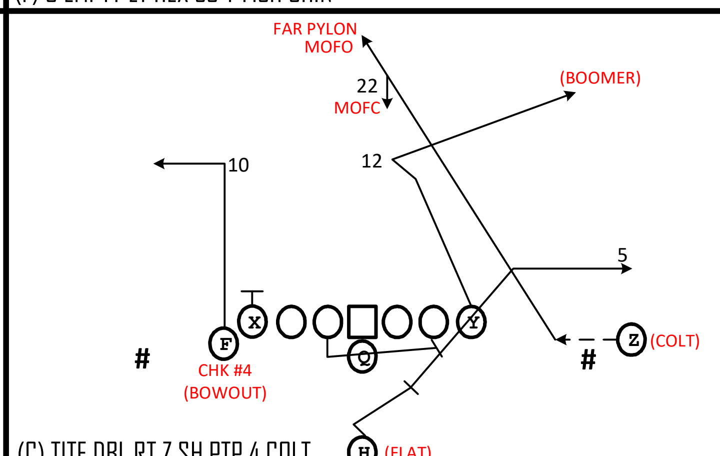
(F) G TOY RT NASTY Y SHIN 52 DIP H SKUNK



(F) G EMPTY LT HEX 53 Y FISH CHIN

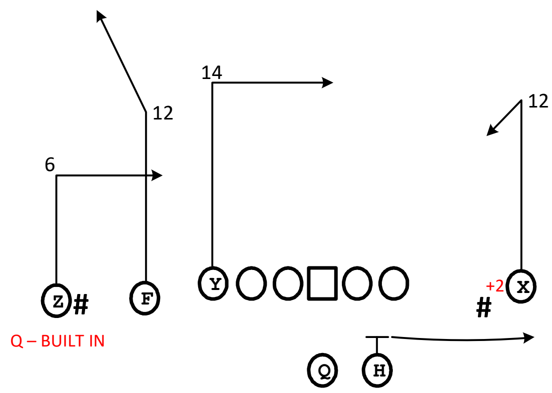


(A) FAX RT Z MO KICK 2 TOXIN

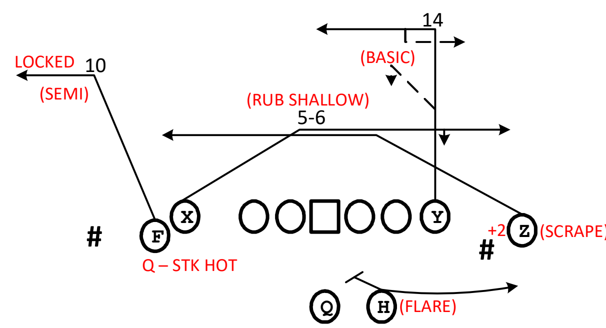


(C) TITE DBL RT Z SH PTP 4 COLT

PHASE 2 –FRIDAY BLITZ SCRIPT (5/29/15)



(K) G TRIPS LT 77 TACO



(K) G DBL RT 77 F SEMI Z SCRAPE